

ARRIVING IN
DRA GONLAND

COLUMBIA TRISTAR TELEVISION
a SONY PICTURES ENTERTAINMENT company

PROD. No. FOOTAGE TIMING DIRECTOR ACT No. SCENE No. SHEETS No. 1

| SC | Cont. | ACTION | TIMING DIRECTOR | | | | | | | | | | CAMERA NOTES | | | | | | | | | |
|----|----------|----------|-----------------|-----|--------|-----|---|---|---|---|---|---|--------------|-------------|-------------|------------|----|----------|--|--|--|--|
| | | | DIAL A | EXP | DIAL B | EXP | 6 | 5 | 4 | 3 | 2 | 1 | TOP AUX | TOP PEGS | BOT PEGS | BOT AUX | | | | | | |
| | | 12x | 1 | | | | | | | | | | | | | | 1 | 12x | | | | |
| | | BLUX | 2 | | | | | | | | | | | | | | 2 | BLUX | | | | |
| | | SPARKLES | 3 | | | | | | | | | | | | | | 3 | SPARKLES | | | | |
| | | FADE | 4 | | | | | | | | | | | | | | 4 | FADE | | | | |
| | | WR | 5 | | | | | | | | | | | | | | 5 | ON | | | | |
| | | | 6 | | | | | | | | | | | | | | 6 | | | | | |
| | | | 7 | | | | | | | | | | | | | | 7 | | | | | |
| | | | 8 | | | | | | | | | | | | | | 8 | | | | | |
| | | | 9 | | | | | | | | | | | | | | 9 | | | | | |
| | | | 10 | | | | | | | | | | | | | | 10 | | | | | |
| | | | 11 | | | | | | | | | | | | | | 11 | | | | | |
| | | | 12 | | | | | | | | | | | | | | 12 | | | | | |
| | | 10x | 13 | | | | | | | | | | | | | | 13 | 10x | | | | |
| | CONT | | 14 | | | | | | | | | | | | | | 14 | KIDS | | | | |
| | ADWARTS | | 15 | | | | | | | | | | | | | | 15 | FADE | | | | |
| | FLICKER | | 0 | | | | | | | | | | | | | | 16 | WR | | | | |
| 1 | W/VARIED | | 1 | | | | | | | | | | | | | | 17 | | | | | |
| | ACTION | | 2 | | | | | | | | | | | | | | 18 | | | | | |
| | | | 3 | | | | | | | | | | | | | | 19 | | | | | |
| | | | 4 | | | | | | | | | | | | | | 20 | | | | | |
| | | | 5 | | | | | | | | | | | | | | 21 | | | | | |
| | | | 6 | | | | | | | | | | | | | | 22 | | | | | |
| | | TO | 7 | | | | | | | | | | | | | | 23 | TO | | | | |
| | | ON | 8 | | | | | | | | | | | | | | 24 | ON | | | | |
| | | 1x's | 9 | | | | | | | | | | | | | | 25 | 1x's | | | | |
| | | FADE | 10 | | | | | | | | | | | | | | 26 | FADE | | | | |
| | | WR 4x | 11 | | | | | | | | | | | | | | 27 | WR 4x | | | | |
| | | WHITE | 12 | | | | | | | | | | | | | | 28 | CONT | | | | |
| | | CONT | 13 | | | | | | | | | | | | | | 29 | PULSING | | | | |
| | | PULSING | 14 | | | | | | | | | | | | | | 30 | WHITE | | | | |
| | | WHITE | 15 | | | | | | | | | | | | | | 31 | FLICKER | | | | |
| | | FLICKER | 0 | | | | | | | | | | | | | | 32 | FILLS | | | | |
| 2 | | FILLS | 1 | | | | | | | | | | | | | | 33 | FRAME | | | | |
| | | FRAME | 2 | | | | | | | | | | | | | | 34 | 6x | | | | |
| | | 6x | 3 | | | | | | | | | | | | | | 35 | FADE | | | | |
| | | FADE | 4 | | | | | | | | | | | | | | 36 | OFF | | | | |
| | | OFF | 5 | | | | | | | | | | | | | | 37 | WHITE | | | | |
| | | | 6 | | | | | | | | | | | | | | 38 | | | | | |
| | | | 7 | | | | | | | | | | | | | | 39 | | | | | |
| | | | 8 | | | | | | | | | | | | | | 40 | | | | | |
| | | | 9 | | | | | | | | | | | | | | 41 | | | | | |
| | | | 10 | | | | | | | | | | | | | | 42 | | | | | |
| | | | 11 | | | | | | | | | | | | | | 43 | | | | | |
| | | | 12 | | | | | | | | | | | | | | 44 | | | | | |
| | | | 13 | | | | | | | | | | | | | | 45 | | | | | |
| | | | 14 | | | | | | | | | | | | | | 46 | | | | | |
| | | | 15 | | | | | | | | | | | | | | 47 | | | | | |
| | | | 0 | | | | | | | | | | | | | | 48 | | | | | |
| 3 | | 8x | 1 | | | | | | | | | | | | | | 49 | 8x | | | | |
| | | SPARKLES | 2 | | | | | | | | | | | | | | 50 | SPARKLES | | | | |
| | | FADE | 3 | | | | | | | | | | | | | | 51 | FADE | | | | |
| | | OFF | 4 | | | | | | | | | | | | | | 52 | OFF | | | | |
| | | | 5 | | | | | | | | | | | | | | 53 | | | | | |
| | | | 6 | | | | | | | | | | | | | | 54 | | | | | |
| | | | 7 | | | | | | | | | | | | | | 55 | | | | | |
| | | | 8 | | | | | | | | | | | | | | 56 | | | | | |
| | | | 9 | | | | | | | | | | | | | | 57 | | | | | |
| | | | 10 | | | | | | | | | | | | | | 58 | | | | | |
| | | | 11 | | | | | | | | | | | | | | 59 | | | | | |
| | | | 12 | | | | | | | | | | | | | | 60 | | | | | |
| | | | 13 | | | | | | | | | | | | | | 61 | | | | | |
| | | | 14 | | | | | | | | | | | | | | 62 | | | | | |
| | | | 15 | | | | | | | | | | | | | | 63 | | | | | |
| | | | 0 | | | | | | | | | | | | | | 64 | | | | | |

ARRIVING IN DRAGONLAND

PNL

1

PROD #

ACT

PG

1

SC

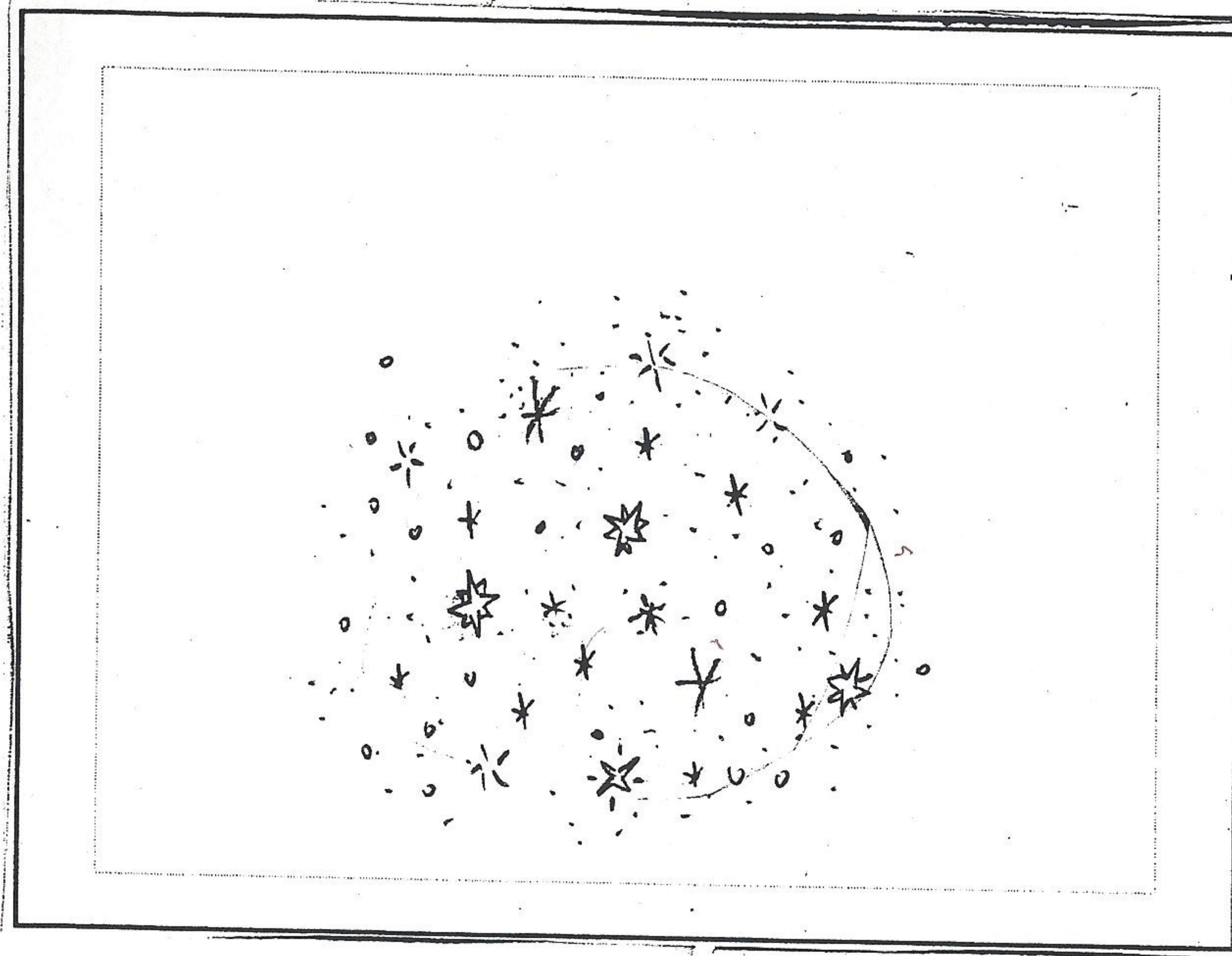
PNL

2

SC

PNL

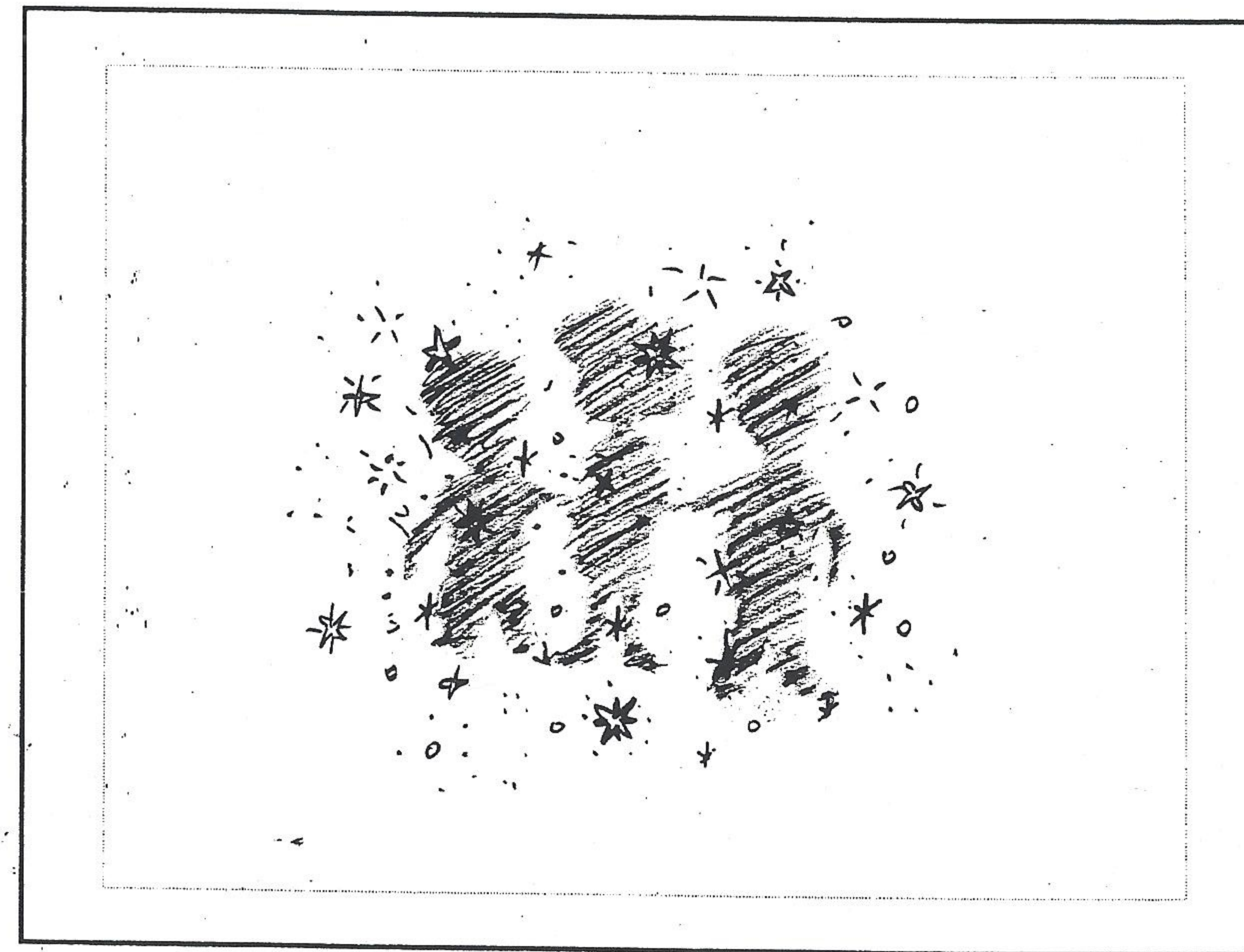
3



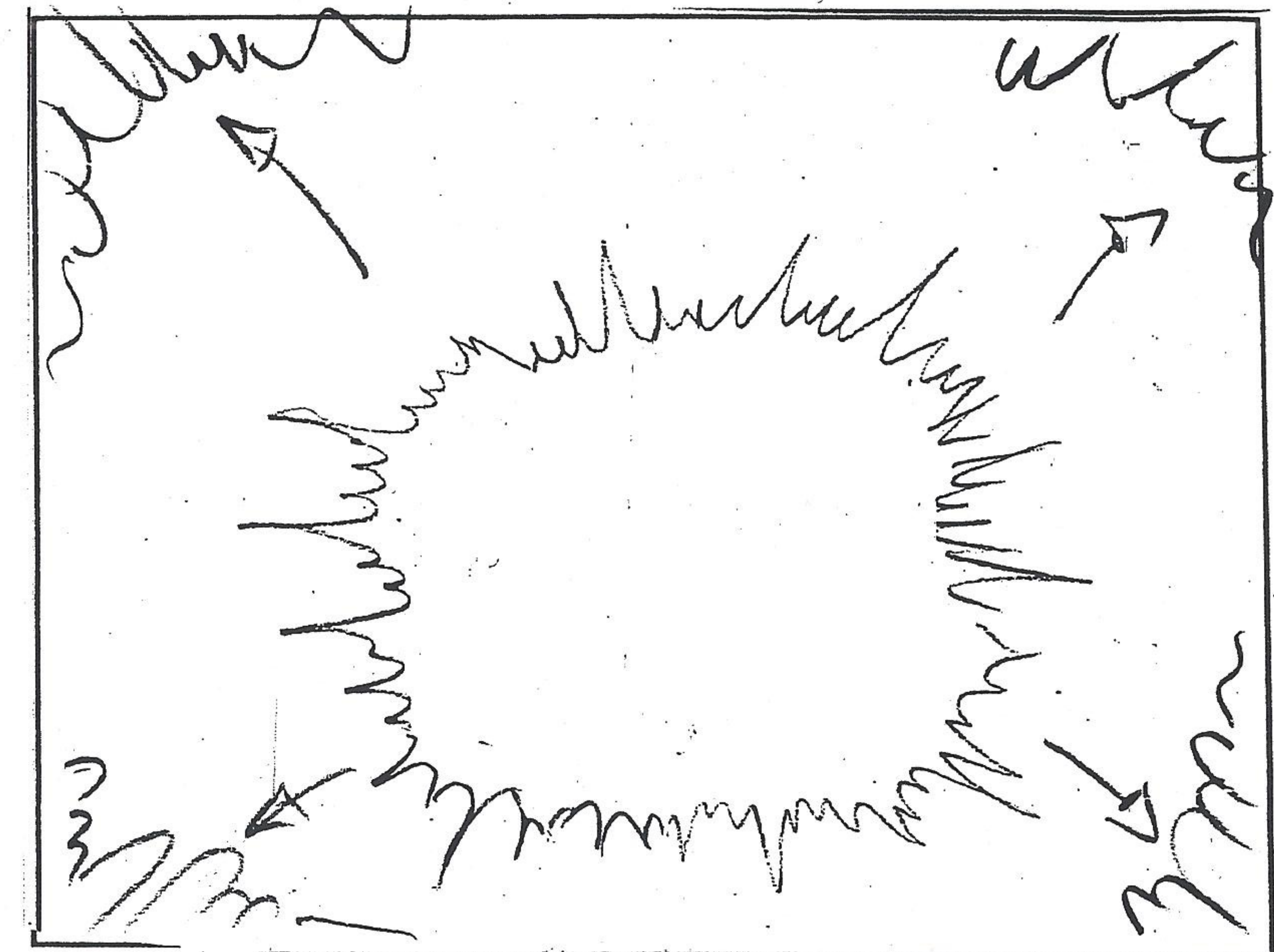
ACTION

sparkle efx appear in fg.

DIAL



cont sparkle & kids fade up
to 60%



white flash flickers & fills frame

TIMING

12x

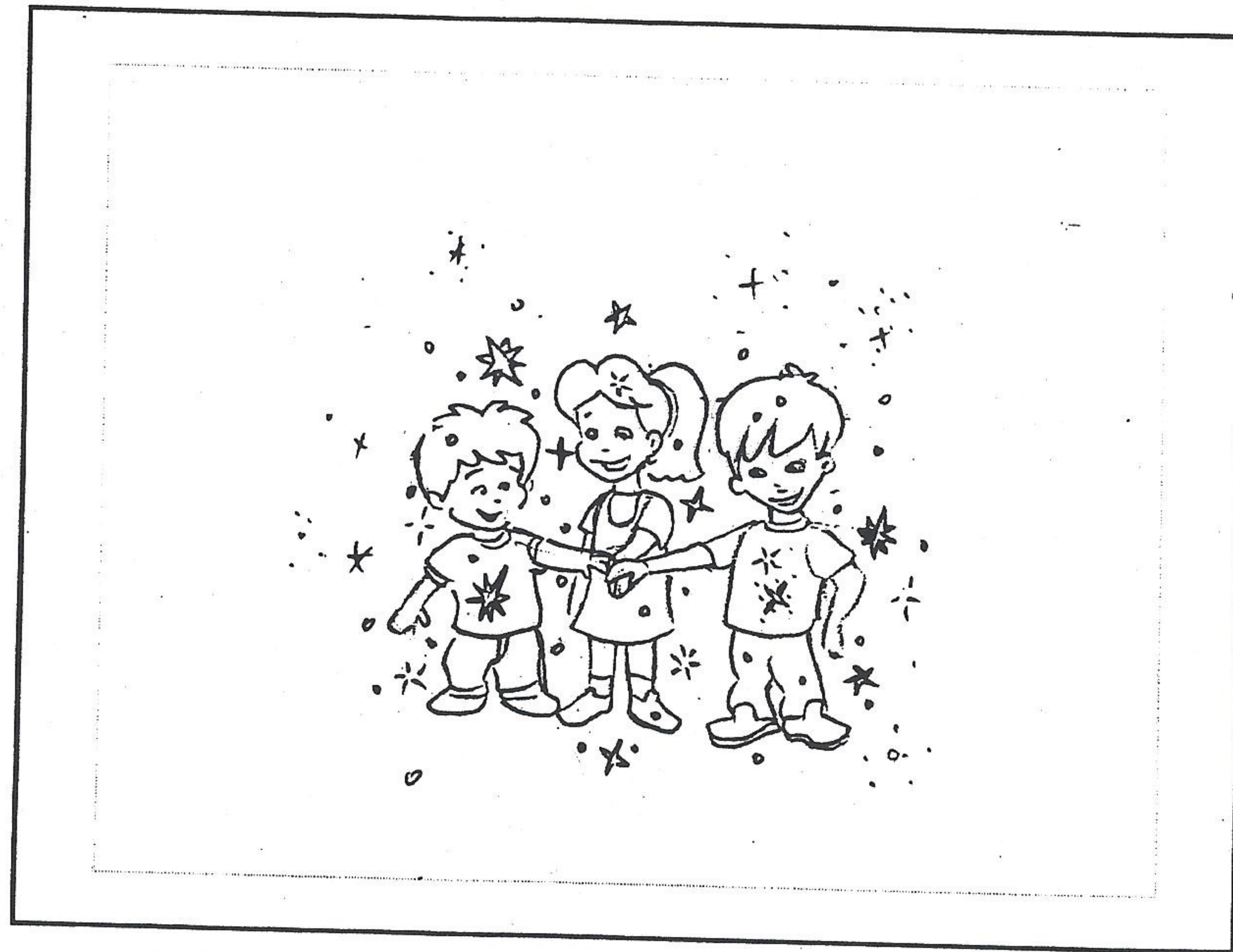
10x

16x

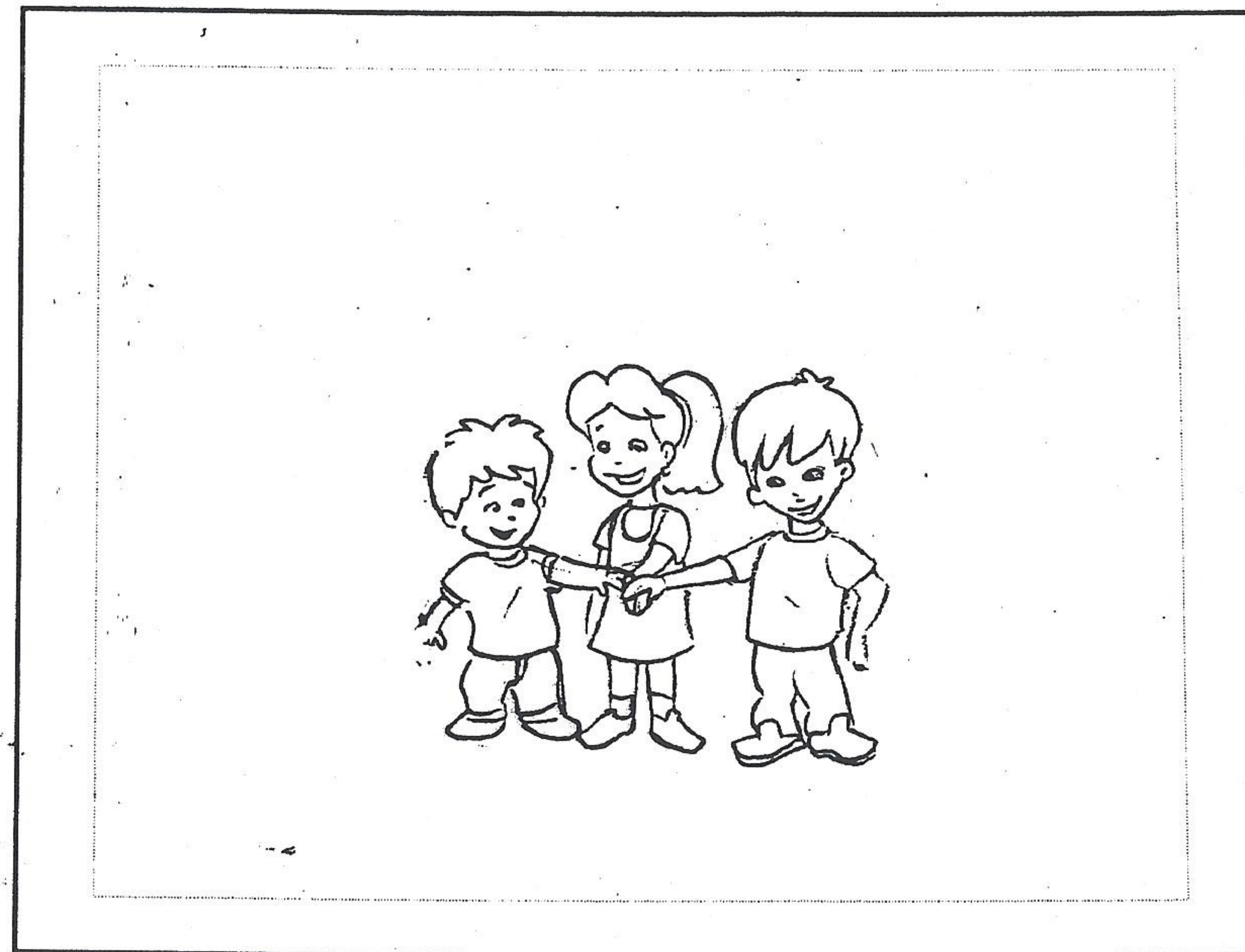
DRAGONLAND

| | |
|--------|-----|
| PROD # | ACT |
|--------|-----|

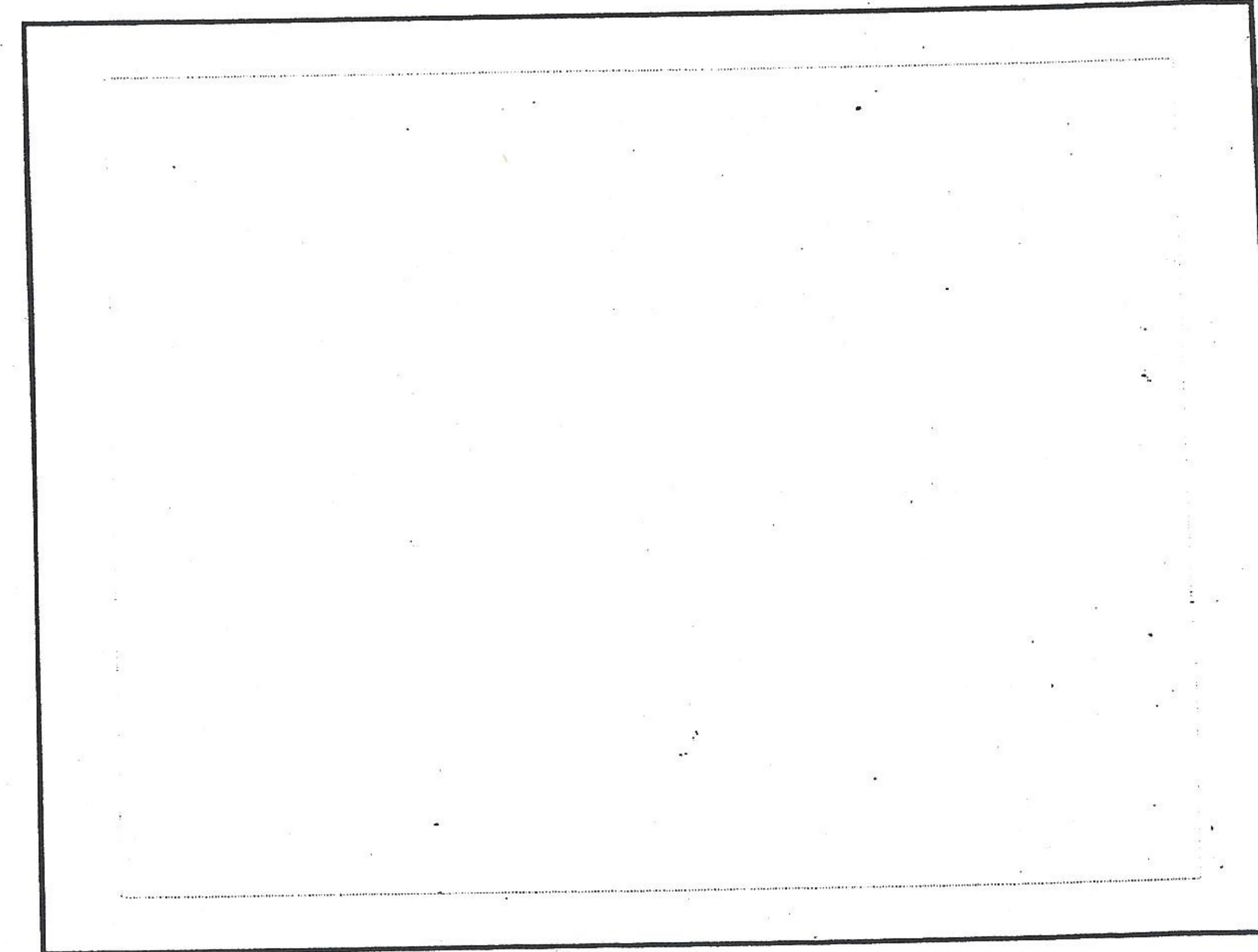
| | |
|----|-------|
| SC | PNL 4 |
|----|-------|



| | |
|----|-------|
| SC | PNL 5 |
|----|-------|



| | |
|----|-----|
| SC | PNL |
|----|-----|



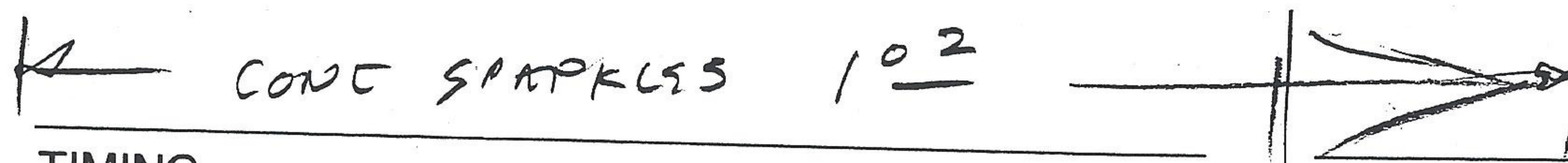
ACTION

Kids on at 100%, cont sparkles

sparkles fade

DIAL

Pay attention to the EFX sequences here not the position of the kids. I know Max & Enrique are on the wrong side of Emmy for entering Dragonland, that's because I took these panels from the end of a show and used them for all 3 EFX sequences.



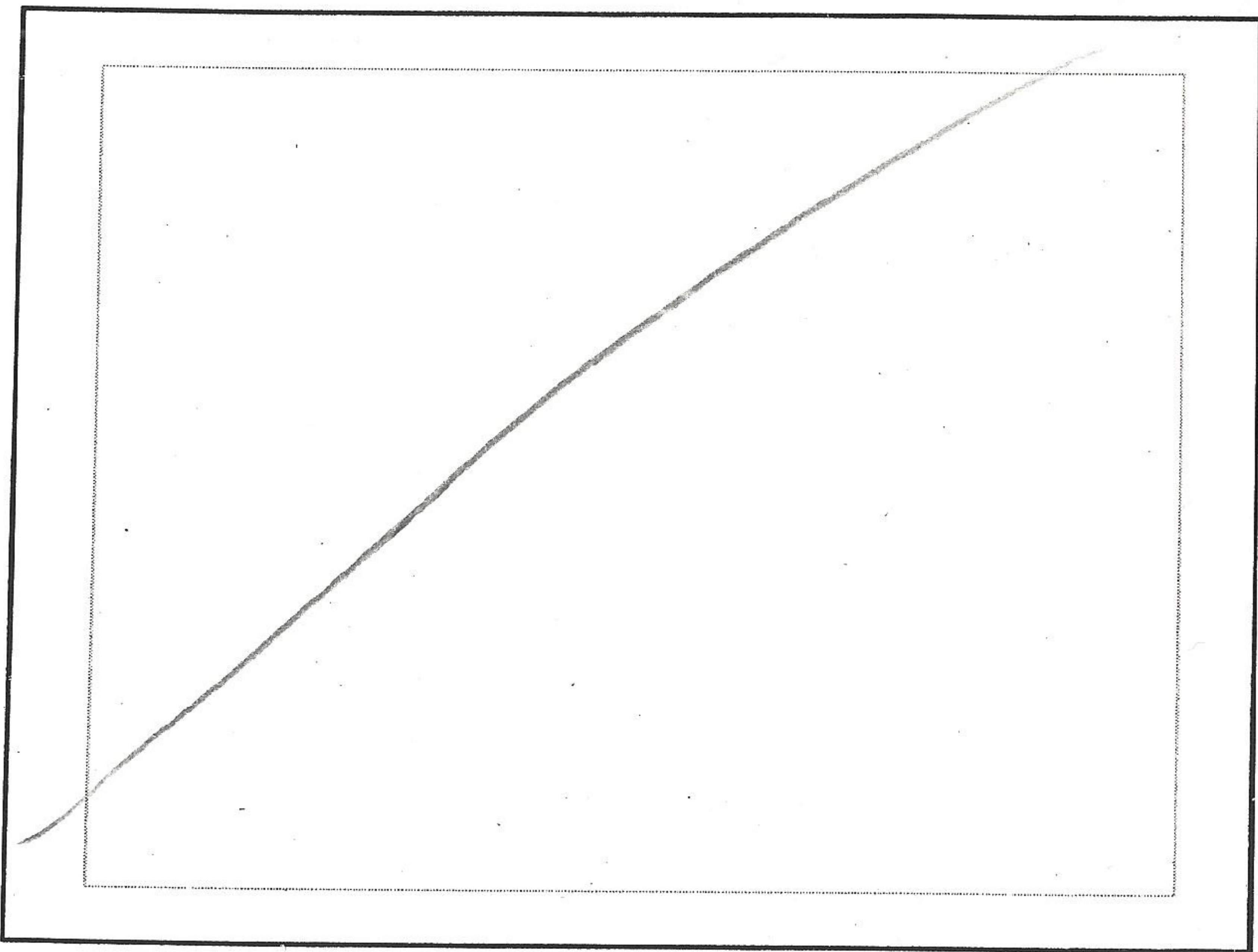
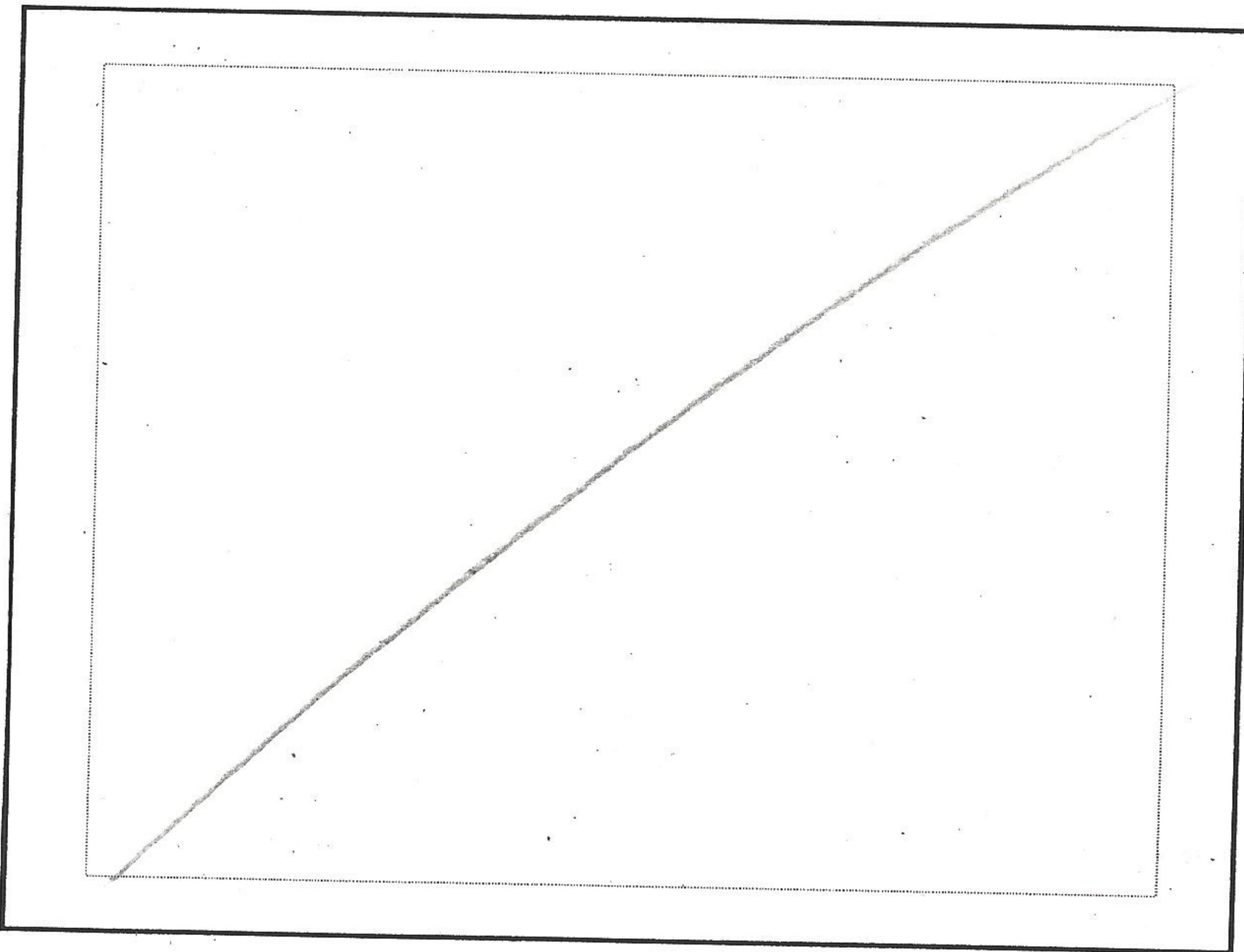
TIMING



| | |
|----------|-----------|
| SC 67 | PNL B6 |
|----------|-----------|

| | |
|----|-----|
| SC | PNL |
|----|-----|

| | |
|----|-----|
| SC | PNL |
|----|-----|



ACTION

BG-REF.

DIAL

TIMING

RETURNING TO PLAYROOM

PROD #

ACT

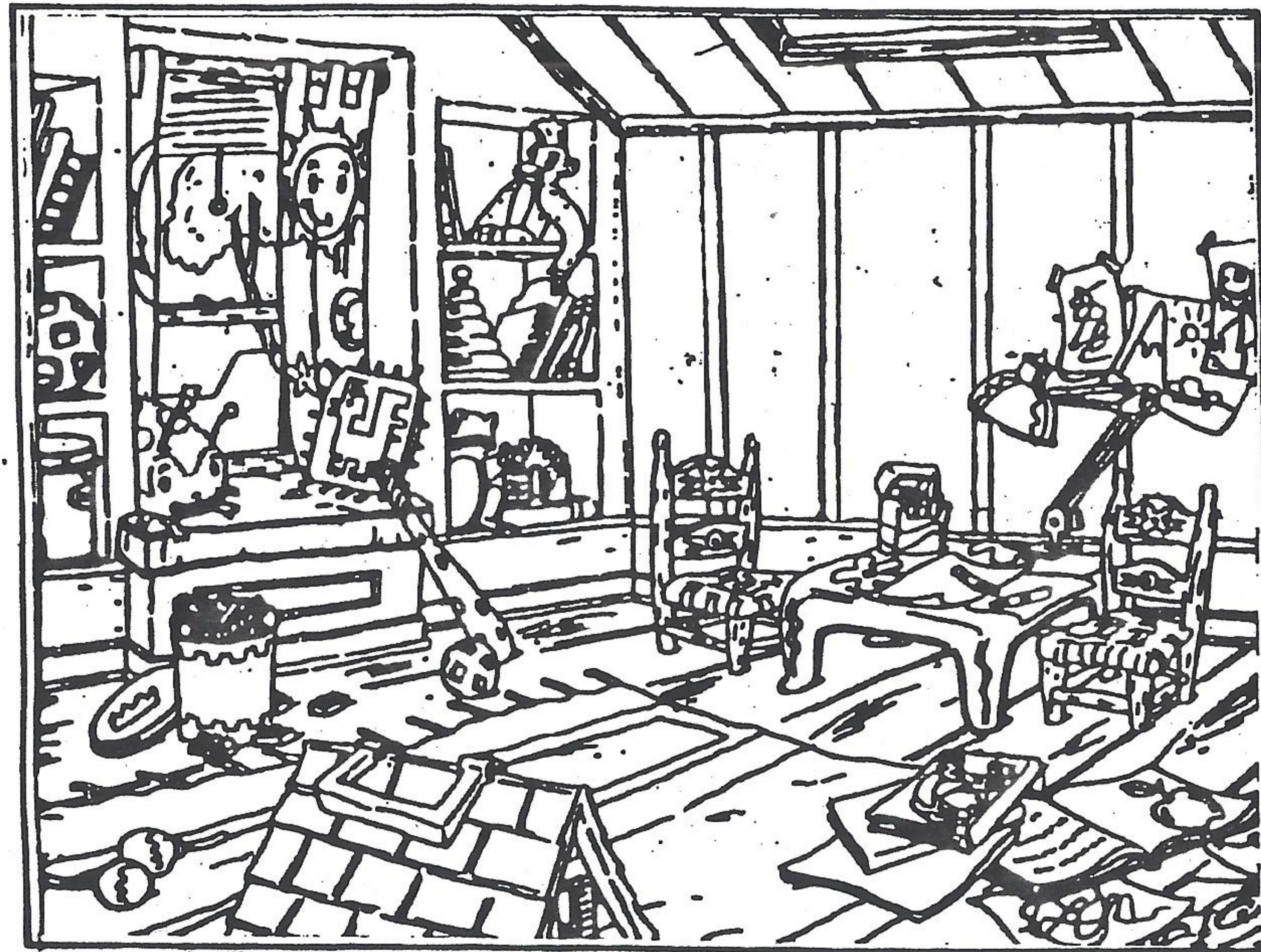
PG

/

SC

PNL

1



ACTION

View of empty playroom

DIAL

SC

PNL

2



Dragons fade up onto wallpaper

Dragons on HOLD

1 12x / 8x /

TIMING

12x

104

RETURNING 15
PLAYROOM

PROD #

ACT

PG

2

SC

PNL

3

SC

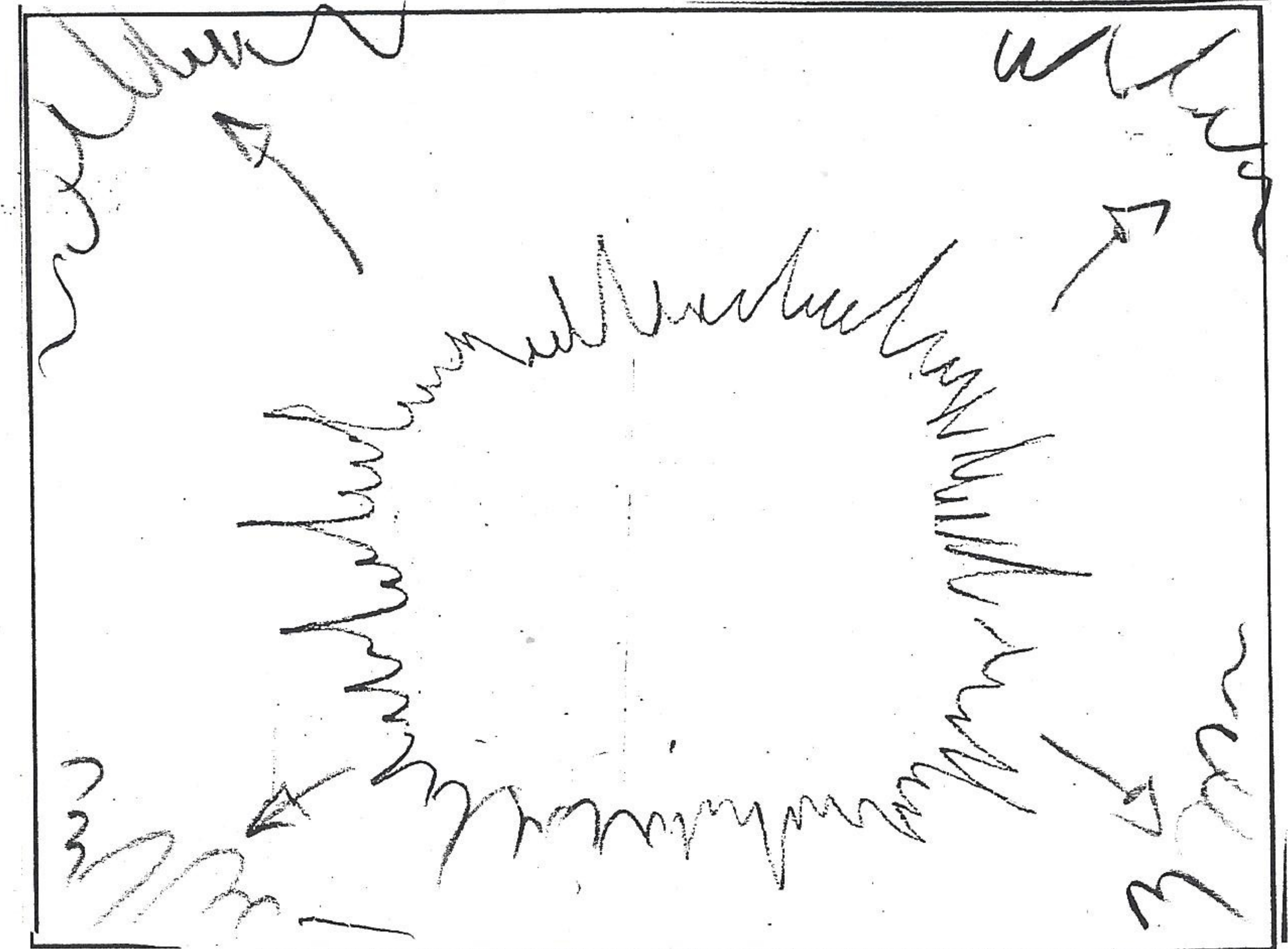
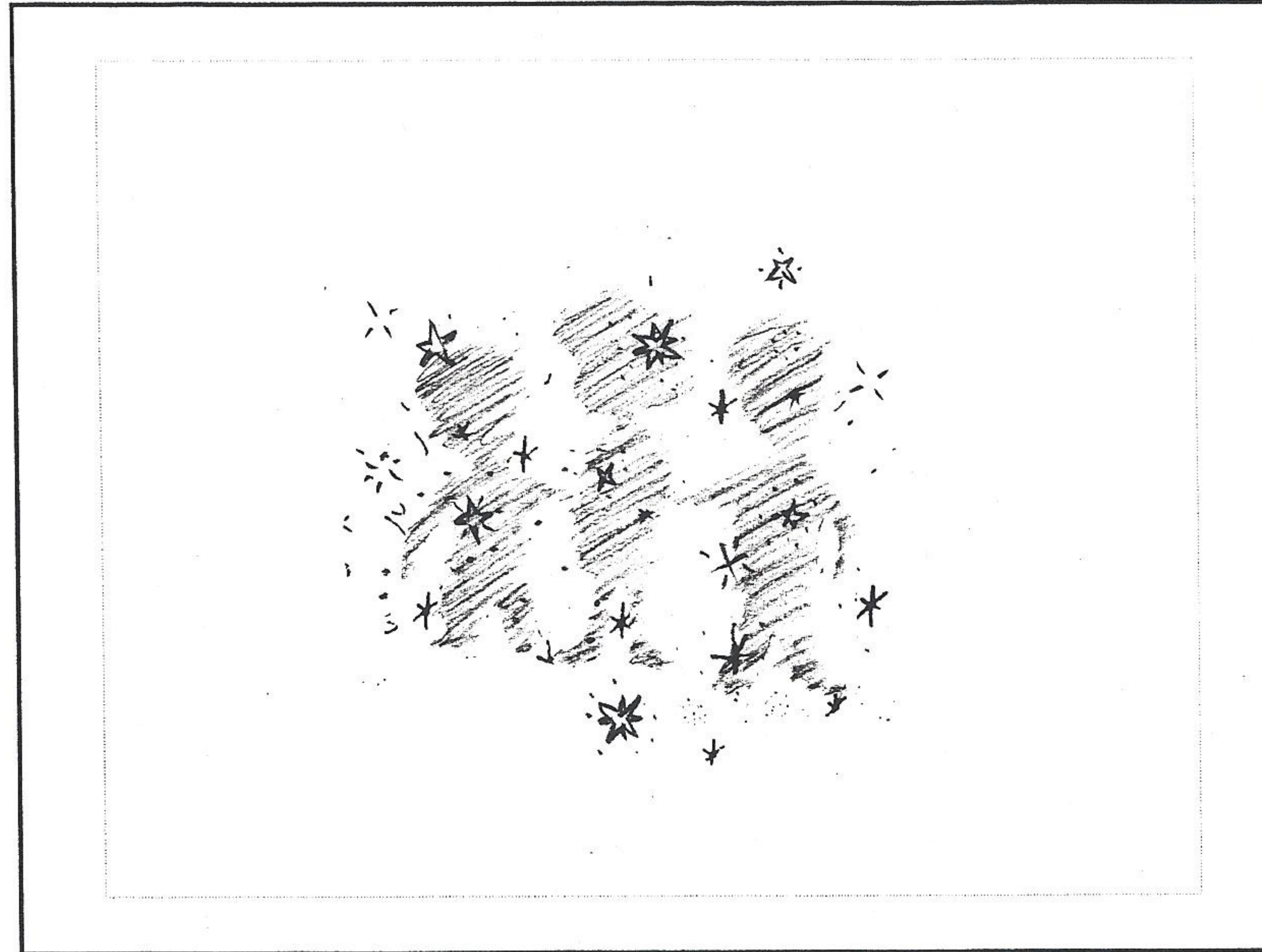
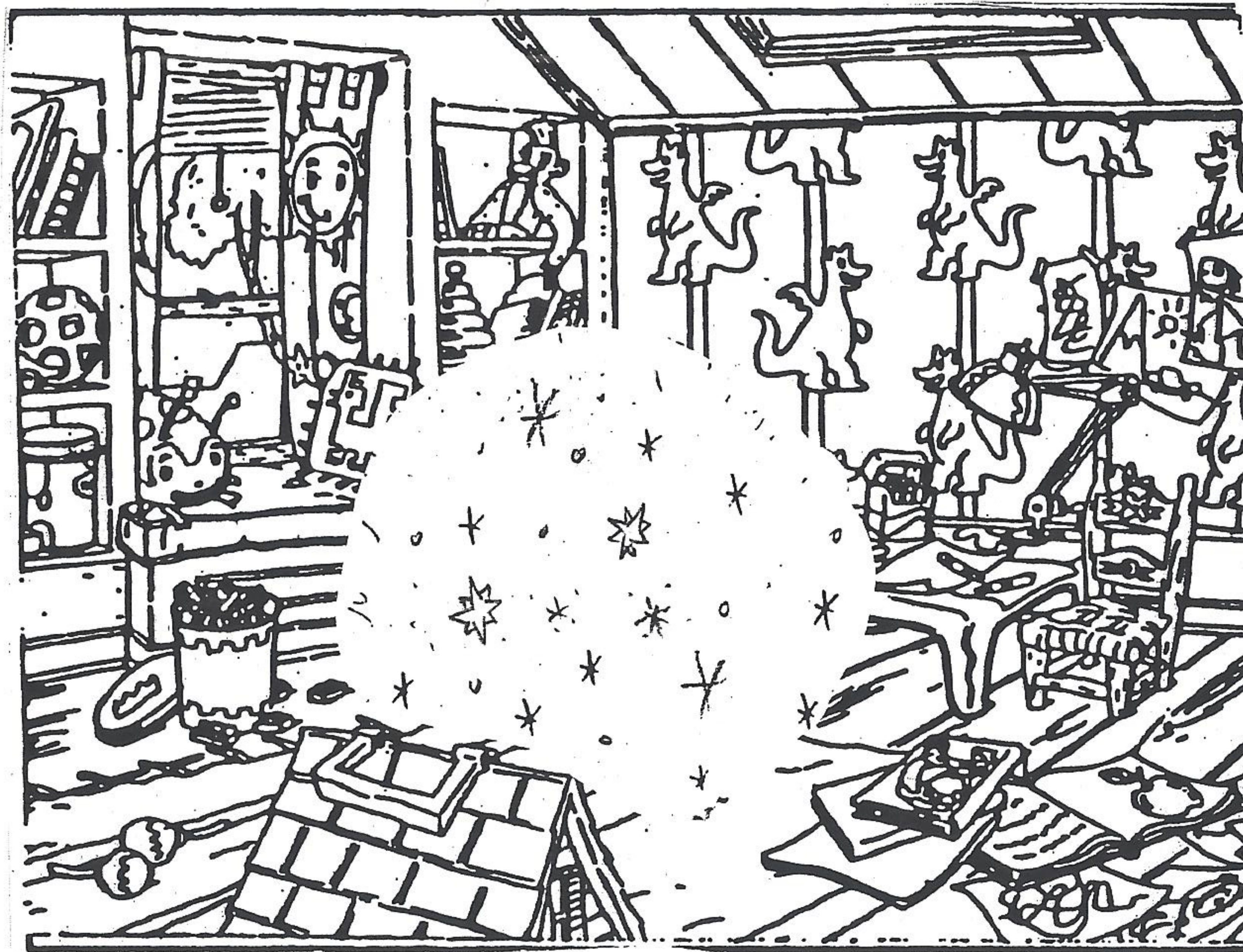
PNL

4

SC

PNL

5



ACTION

sparkle efx appear in fg.

cont sparkle & kids fade up
to 60%

white flash flickers & fills frame

DIAL

TIMING

12x

10x

16x

RETURNING TO
PLAY ROOM

PROD #

ACT

PG

3

SC

PNL

6

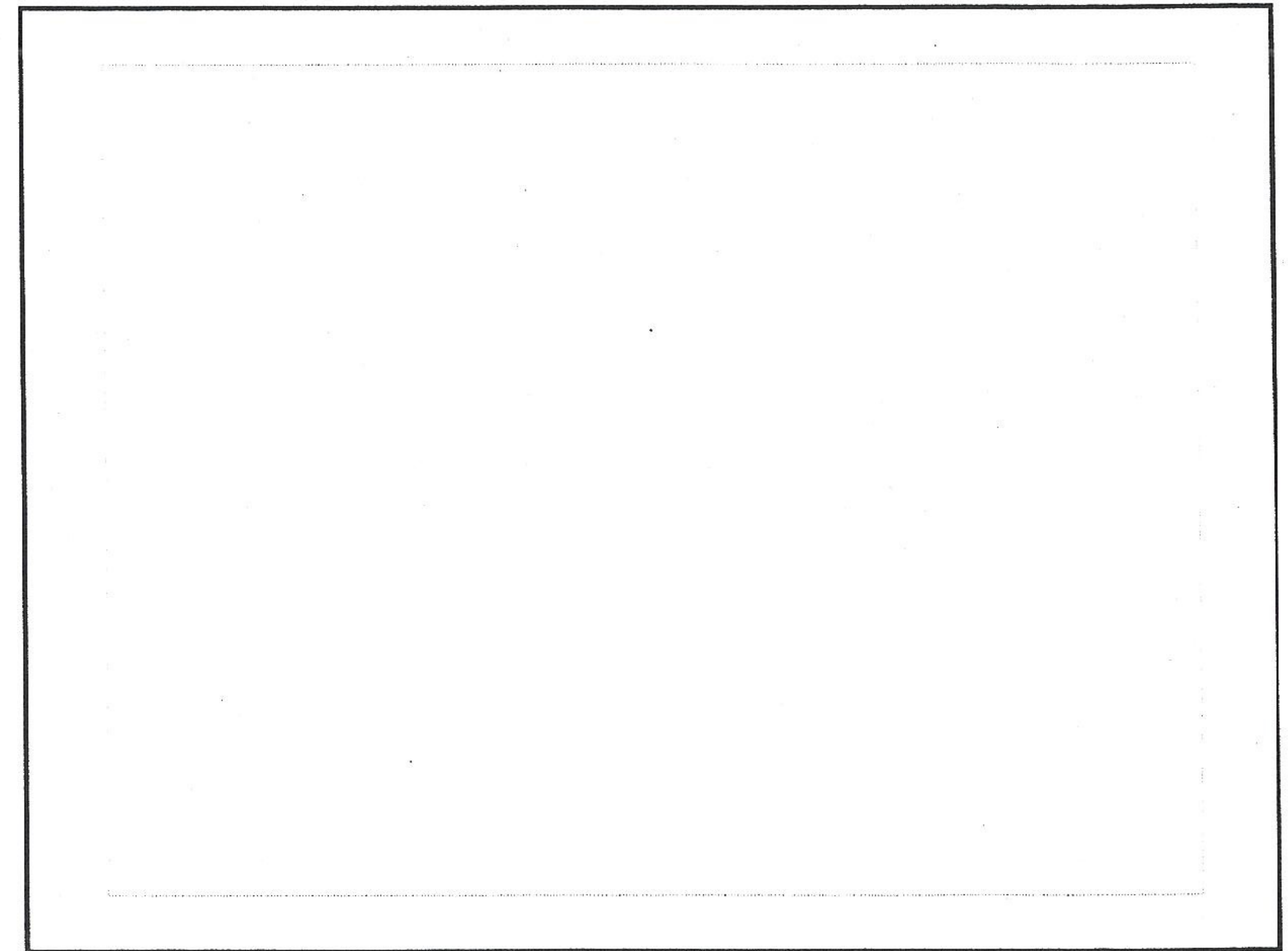
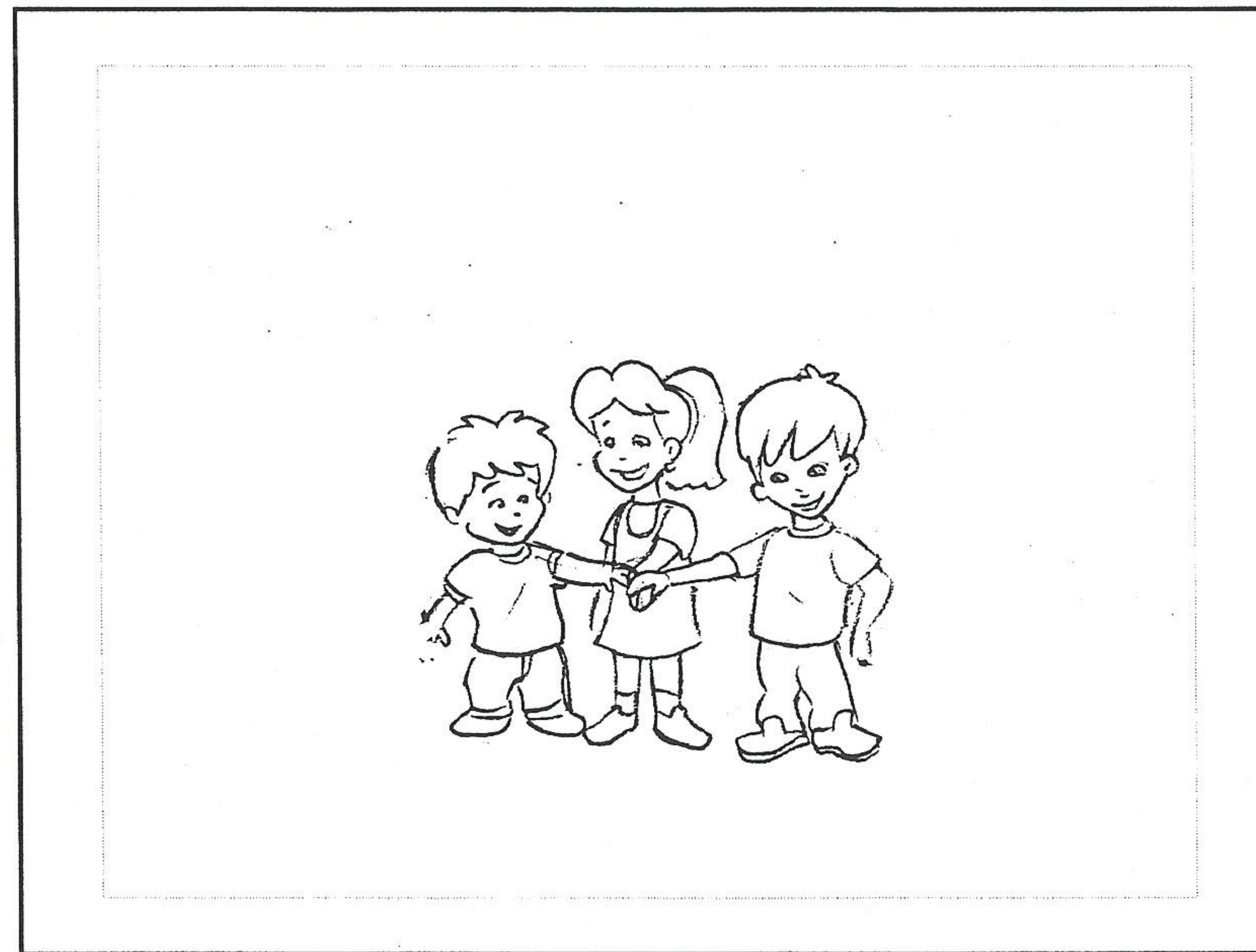
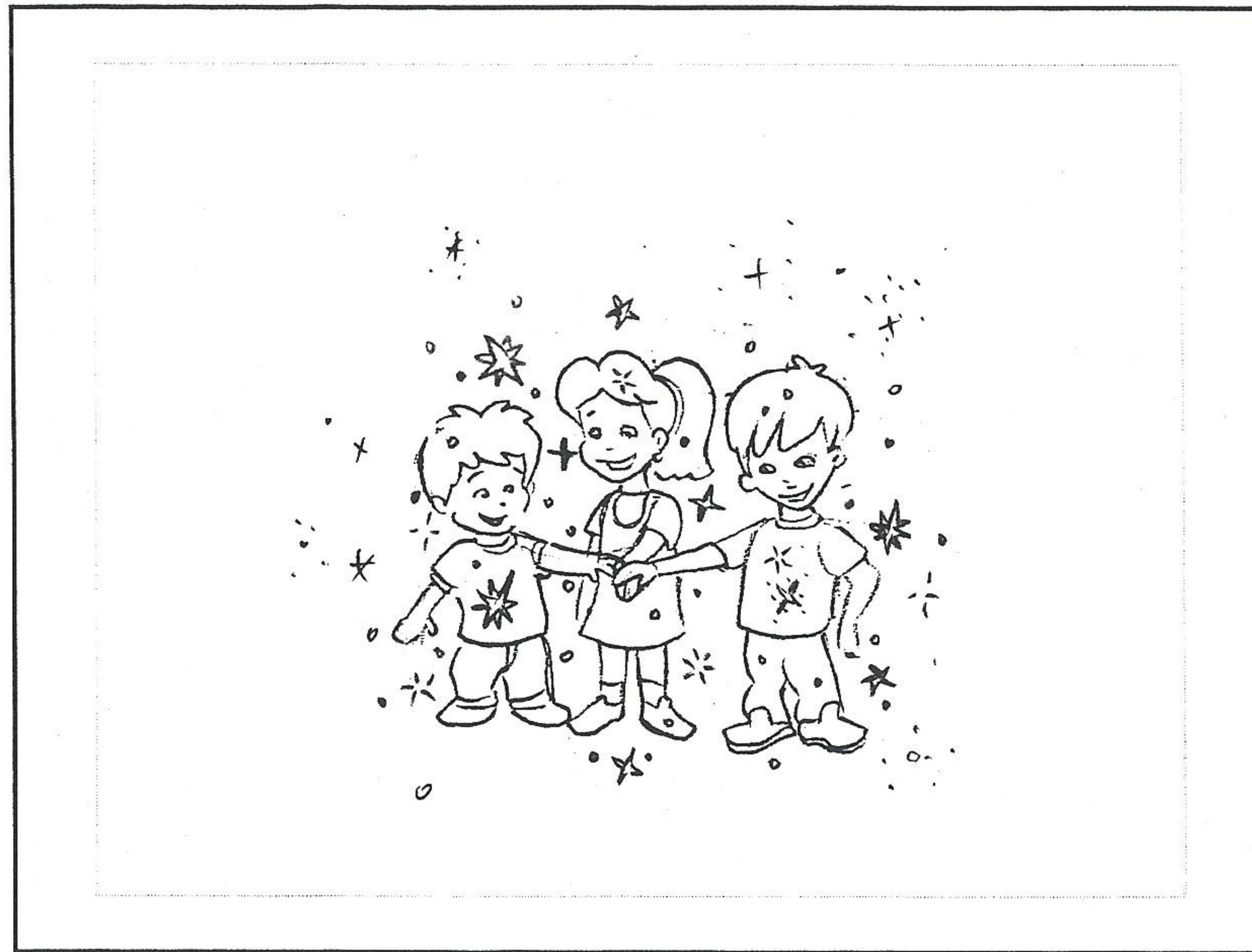
SC

PNL

7

SC

PNL



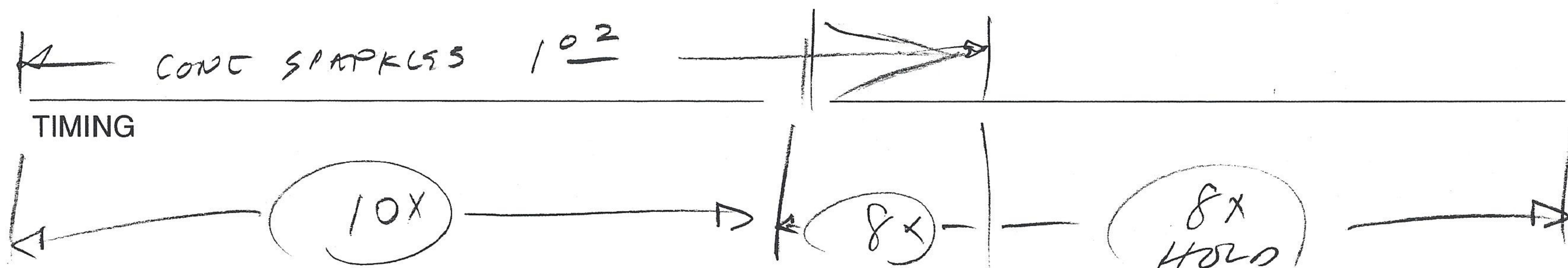
ACTION

Kids on at 100%, cont sparkles

sparkles fade

DIAL

TIMING



RETURNING TO PLAYROOM

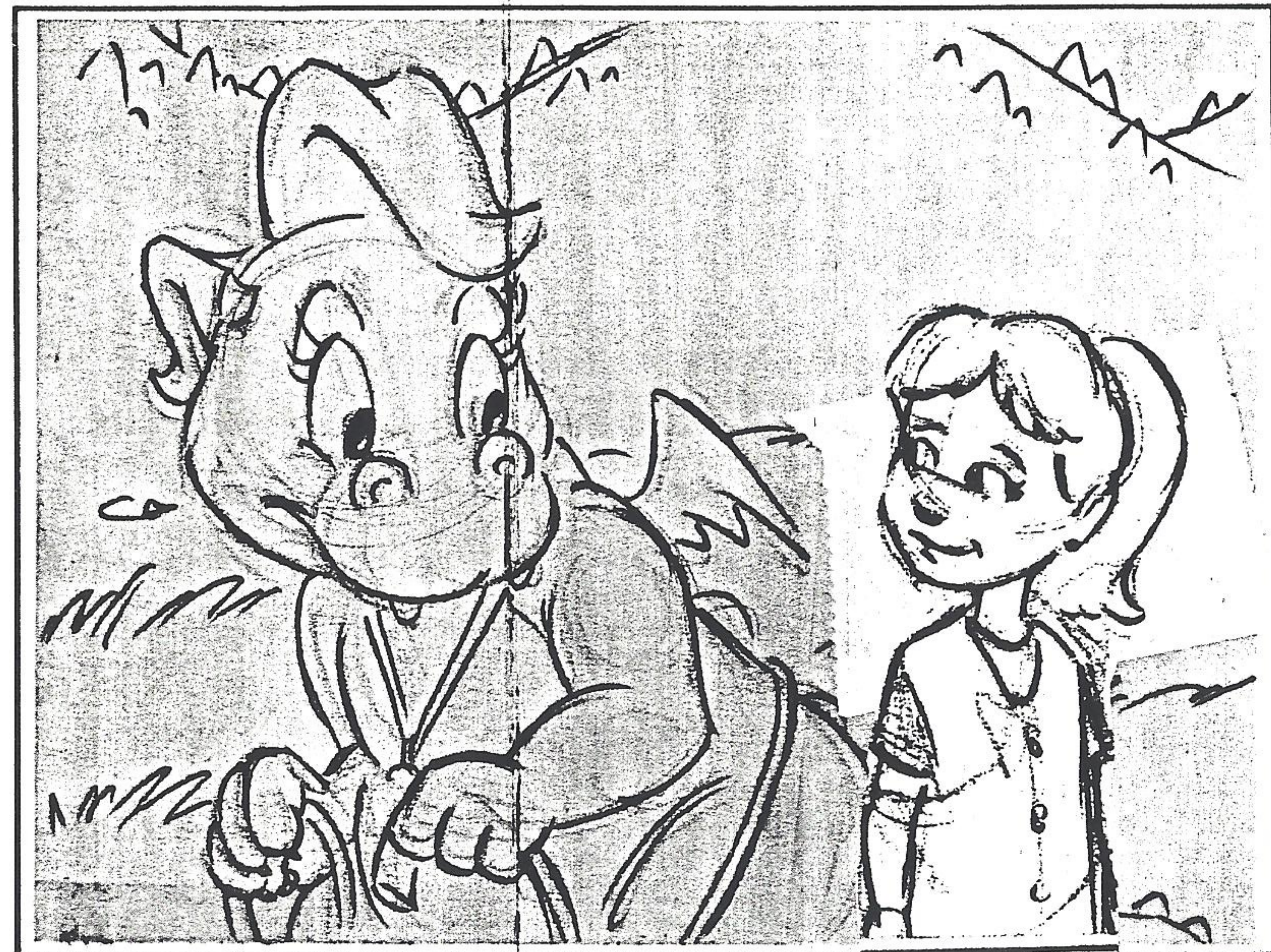
COLUMBIA TRISTAR TELEVISION

a SONY PICTURES ENTERTAINMENT company

| PROD. No. | | FOOTAGE | | TIMING DIRECTOR | | ACT No. | | SCENE No. | | SHEETS No. | |
|-----------|-----|---------|----------|-----------------|------|---------|--|-----------|--|------------|--|
| SC | | Cont. | | ACTION | | DIAL A | | DIAL B | | EXP | |
| SC | | Cont. | | ACTION | | DIAL A | | DIAL B | | EXP | |
| 1 | 12x | DX | DRAGONS | OPTO | WALL | | | | | | |
| 2 | 12x | BLDX | SPARKLES | FADE | WP | | | | | | |
| 3 | 10x | KIDS | FADE | WP | | | | | | | |
| 4 | 10x | KIDS | FADE | WP | | | | | | | |

PROD # 204 ACT A

SC 102 PNL 1



ACTION

H.U. CLOSER ON EMMY & CASSIE.

DIAL

TIMING

8x

SC 102 PNL 2



CASSIE TIES ROPE AROUND WAIST.

SC 102 PNL 3



EMMY CLIMBS ON BACK OF CASSIE.

20x

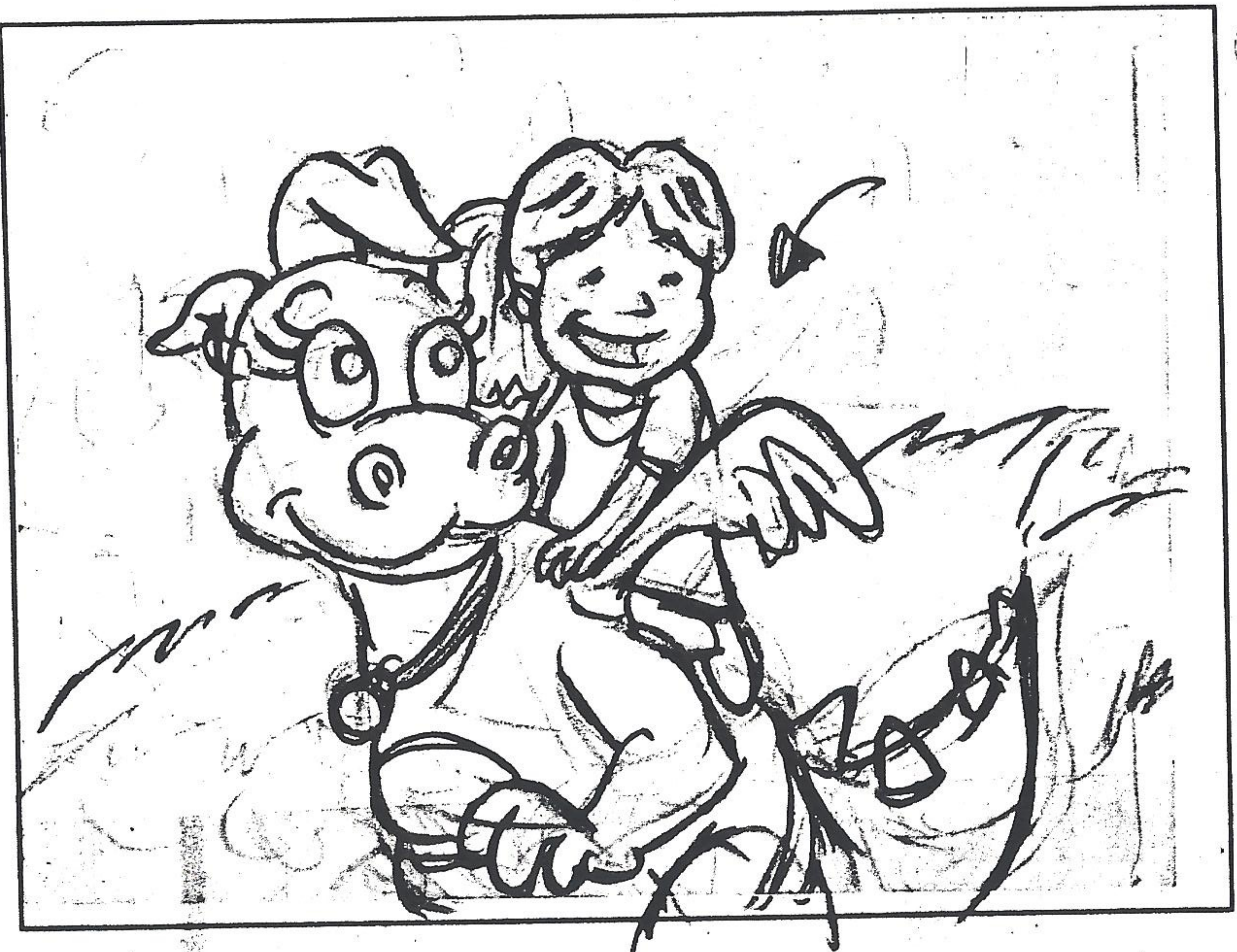
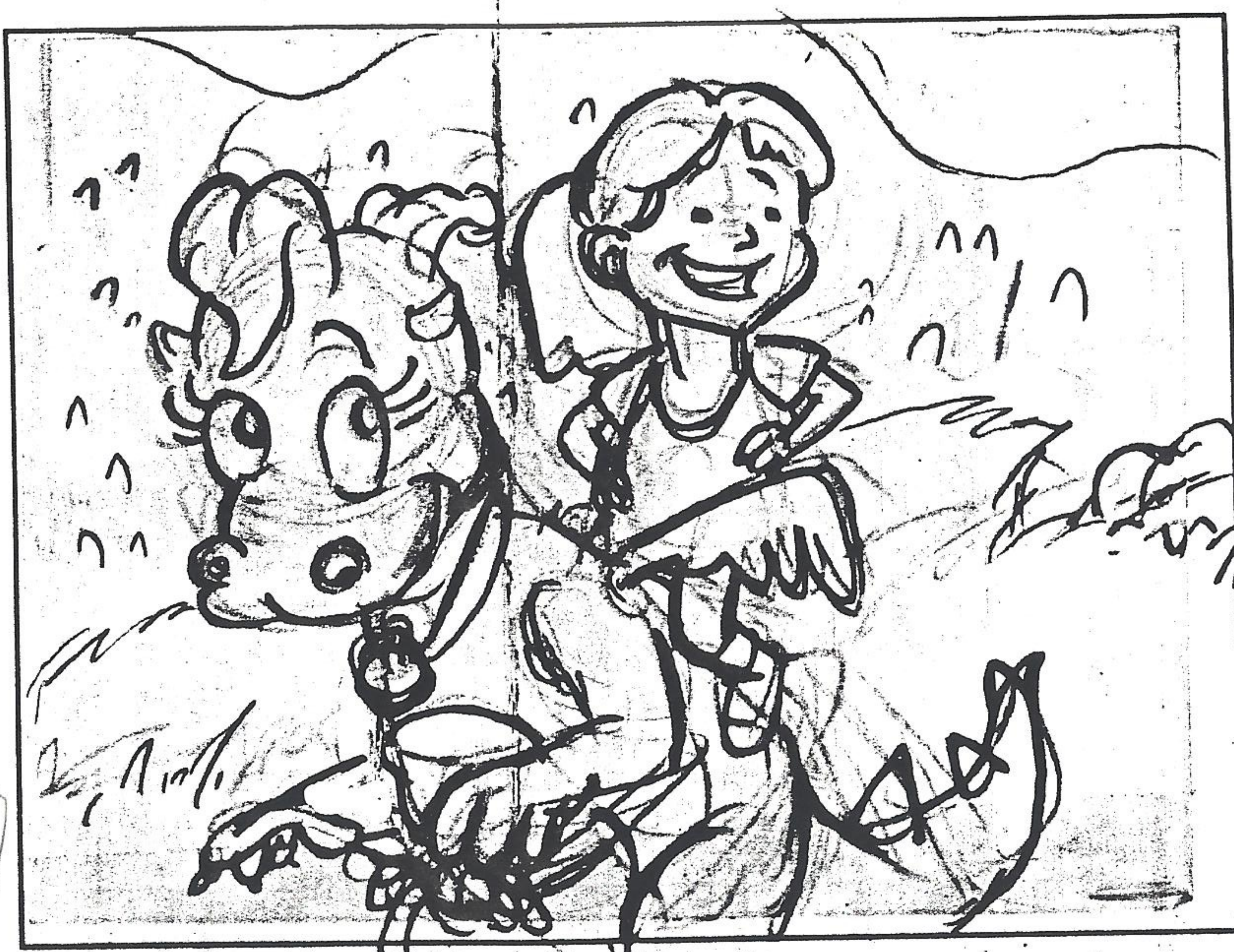
10x

PROD # 209 ACT A

SC 102 PNL 4

SC 102 PNL 5

SC 102 PNL 6



ACTION
close on Cassie & Emmy
(CASSIE HAS VINE TIED AROUND WAIST)

EMMY GRABS ONTO CASSIE

Emmy raises her arm

HOOK-UP
TO SC 103 →

Emmy —

DIAL
(91) DON'T WORRY, ORD.

IT'S PERFECTLY SAFE.

(cat)

--- Everybody ready

Sc 102

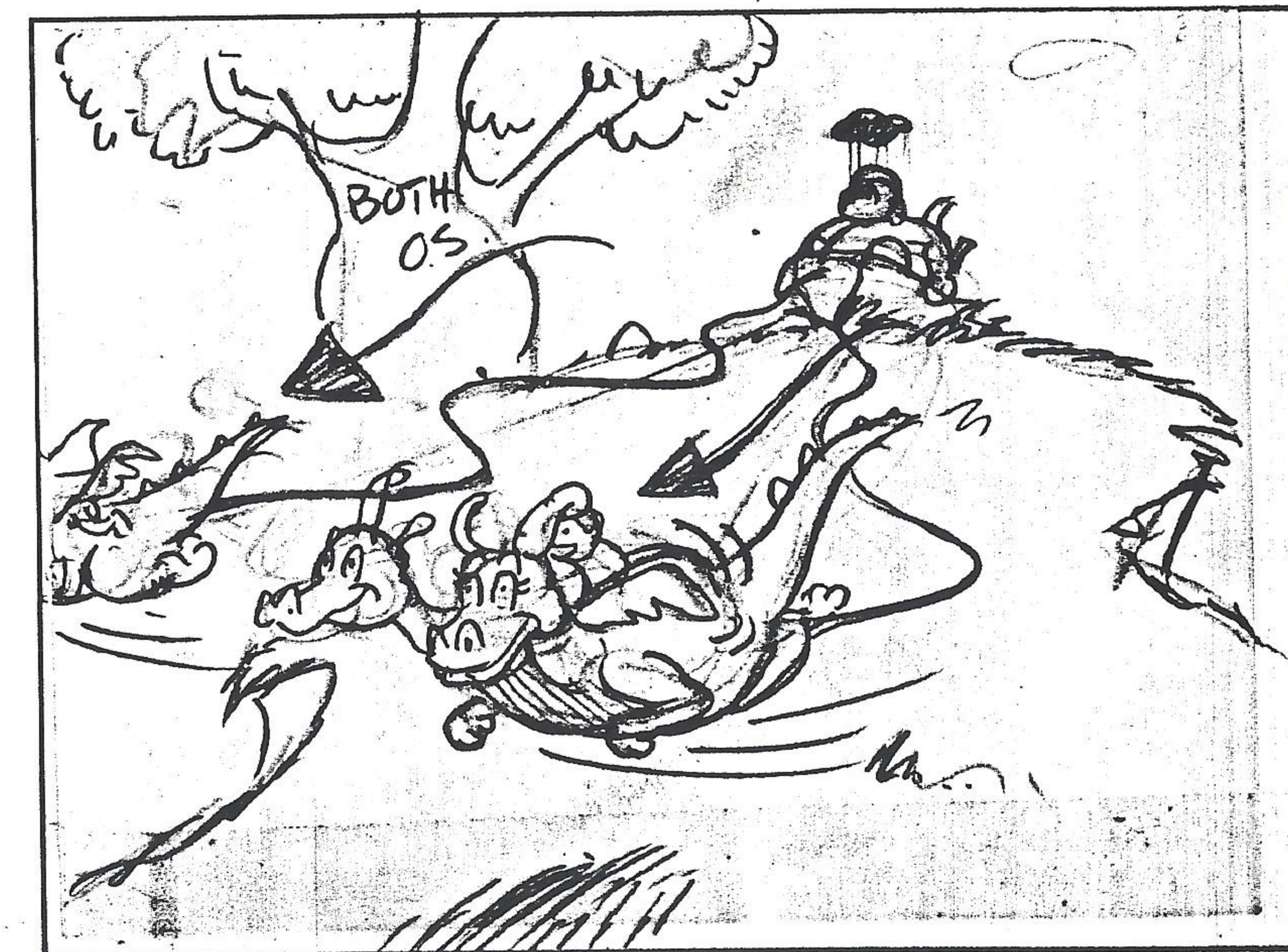
TIMING
2x DIAZ 91 8s

PROD # 204 ACT A

SC 103 PNL 1

SC 103 PNL 2

SC 103 PNL 3



H.U.
SC 102
ACTION

DX CAST SHADOWS

DX CAST SHADOWS

CASSIE, ZAK + WHEEZIE GET READY
TO FLY
- VINES ARE ATTACHED TO ORD

CASSIE, ZAK + WHEEZIE LIFT
OFF GROUND - DRAGGING VINES

CASSIE ZAK + WHEEZIE
FLY OS.

HOOK-UP
TO SC 104

DIAL Emmy = (cont)

...CHARGE!

12x
ANTIC
DOWN

2x
FLYS
UP + FRWD

SC 103

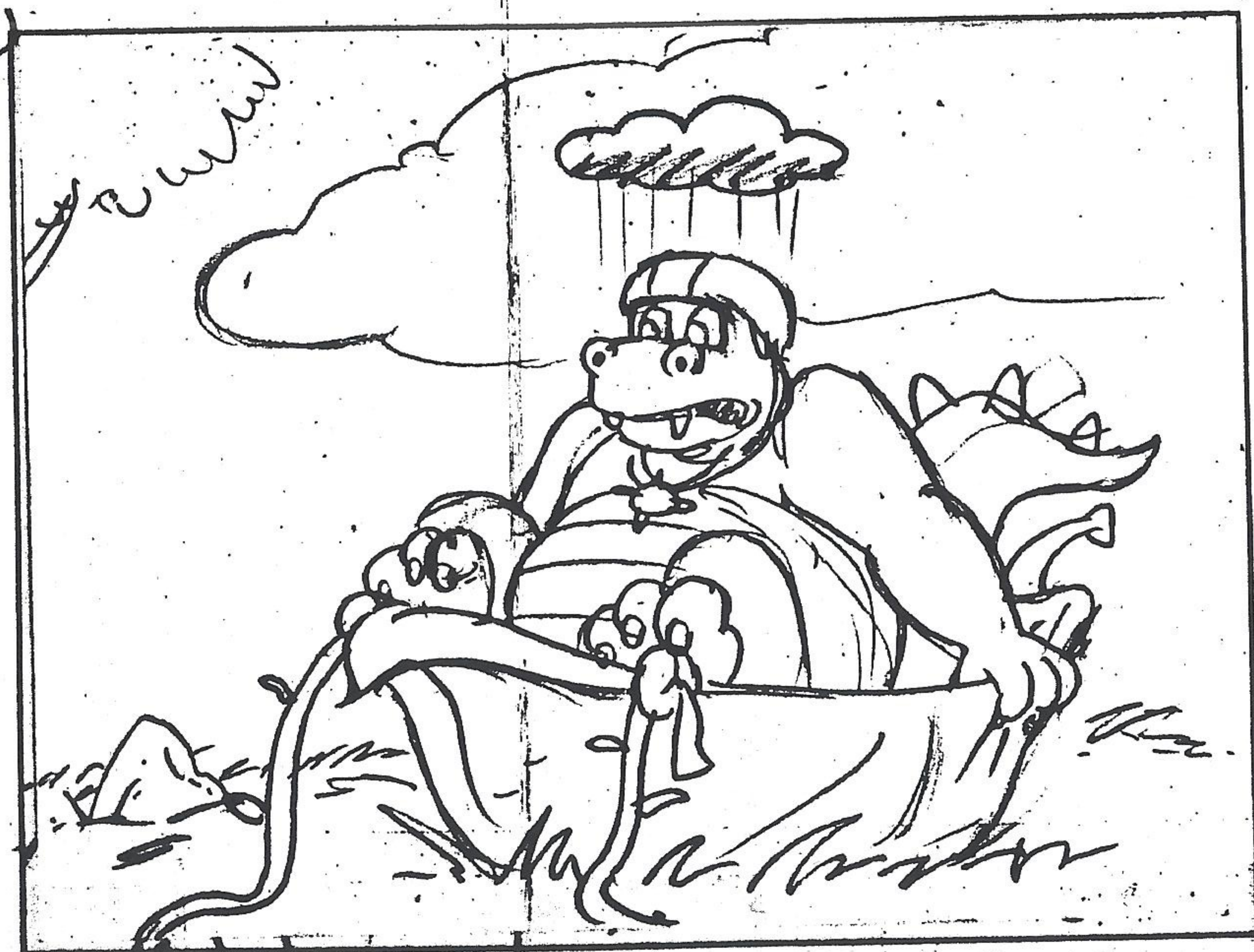
TIMING

DIAL
CONT

2 1/2

PROD # 204 ACT A

SC 104 PNL 1



ACTION

DX CAST SHADOWS

4-Hu to sc 103

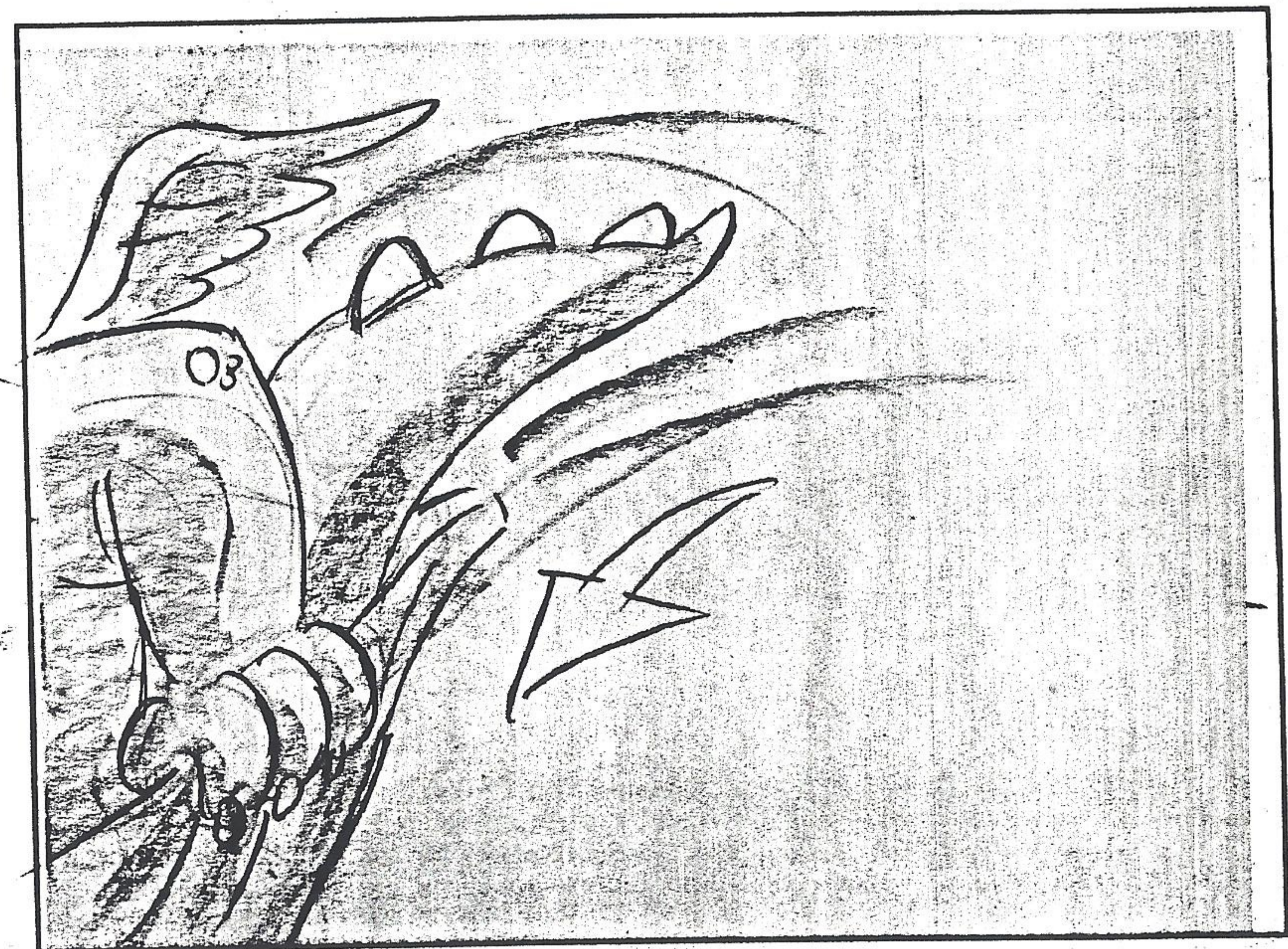
SC 104 PNL 2



VINES CONNECTED TO ORDS
LEAF SNAP TIGHT

DX CAST SHADOWS

SC 104 PNL 3



ORD SLOWLY IS DRAGGED
OVER CREST OF HILL

DIAL

18

92 000 A 12x 00 AAH H

ANTIC 12x

Sc 104

TIMING

18

DIAZ
92

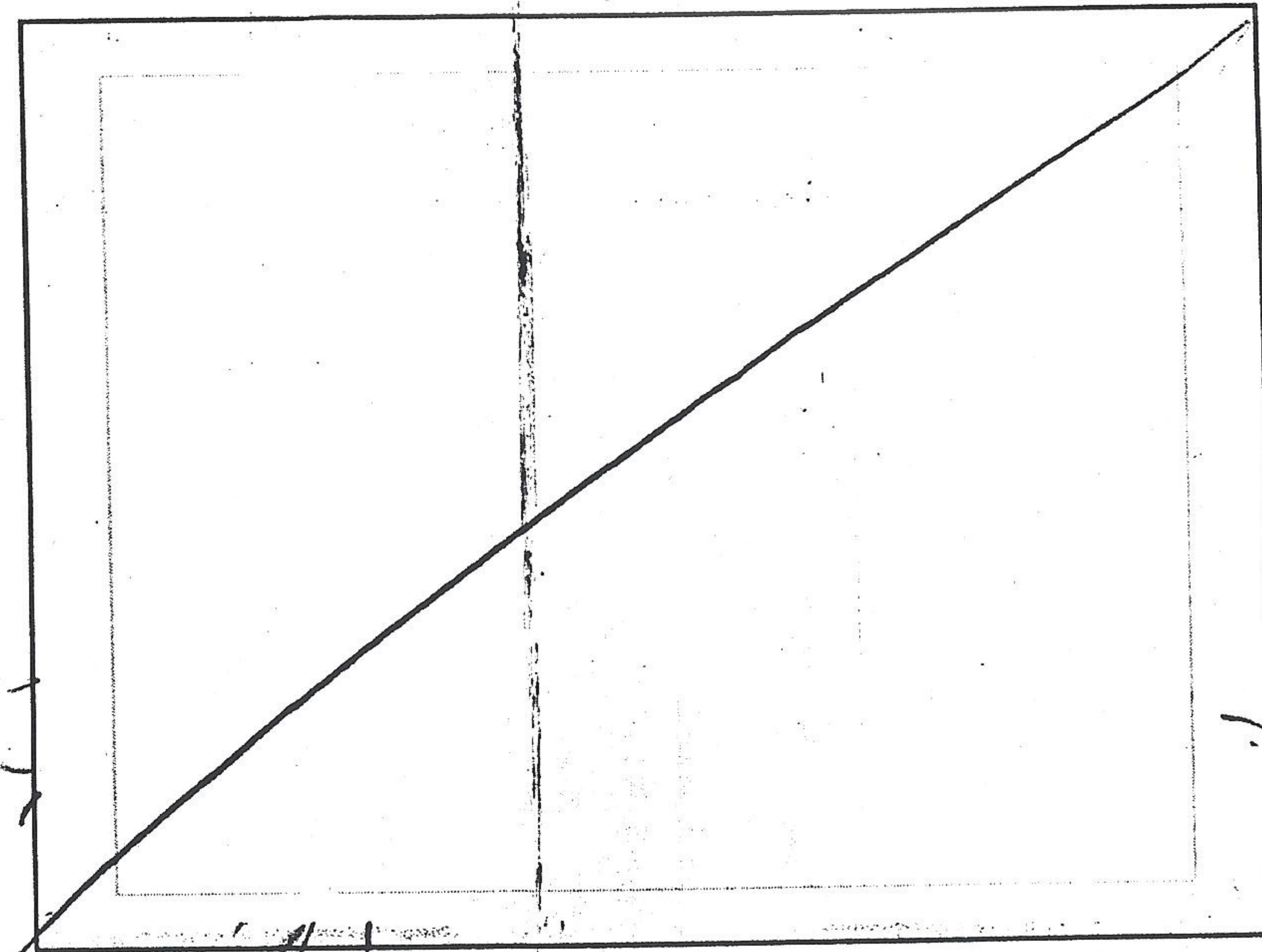
314

PROD # 204 ACT A

SC PNL 11

SC 105 PNL 1

SC 105 PNL 2



Wt



ACTION

ORD SLIDES DOWN HILL
CLOUD FOLLOWS
DX CAST SHADOWS

ORD + CLOUD SLIDE O.S.

DIAL

TIMING

Sc 105

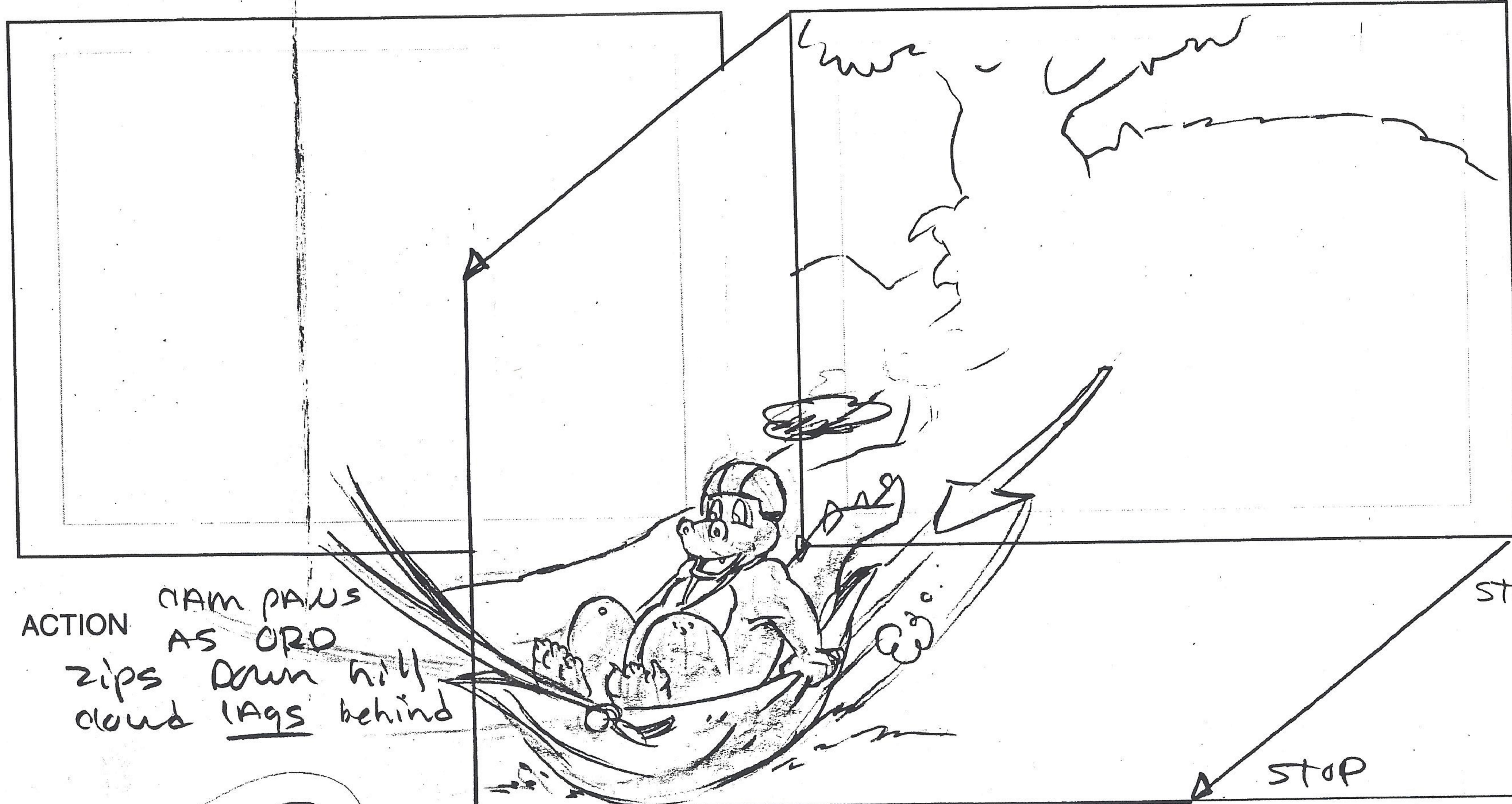
205

PROD # 204 ACT A

SC PNL 7

SC 105 PNL 3

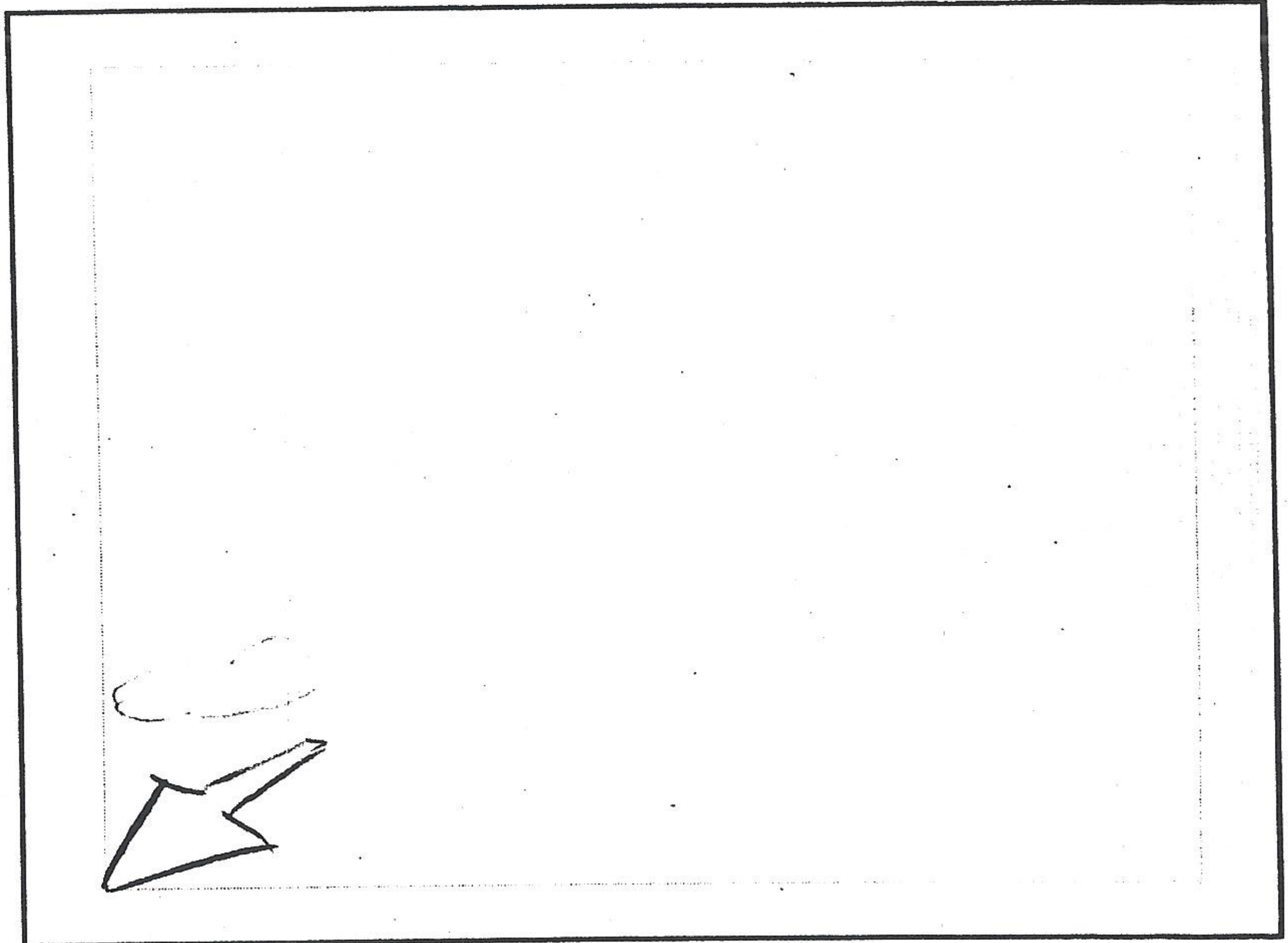
SC 105 PNL 4



ACTION CAM PAUS
AS ORD
zips down hill
cloud lags behind

START

STOP



ORD OS

DIAL

(92)

REPEAT

ORD - DX CAST SHADOWS
OOOohhh---

BROW PAN MID DIAL.

TIMING

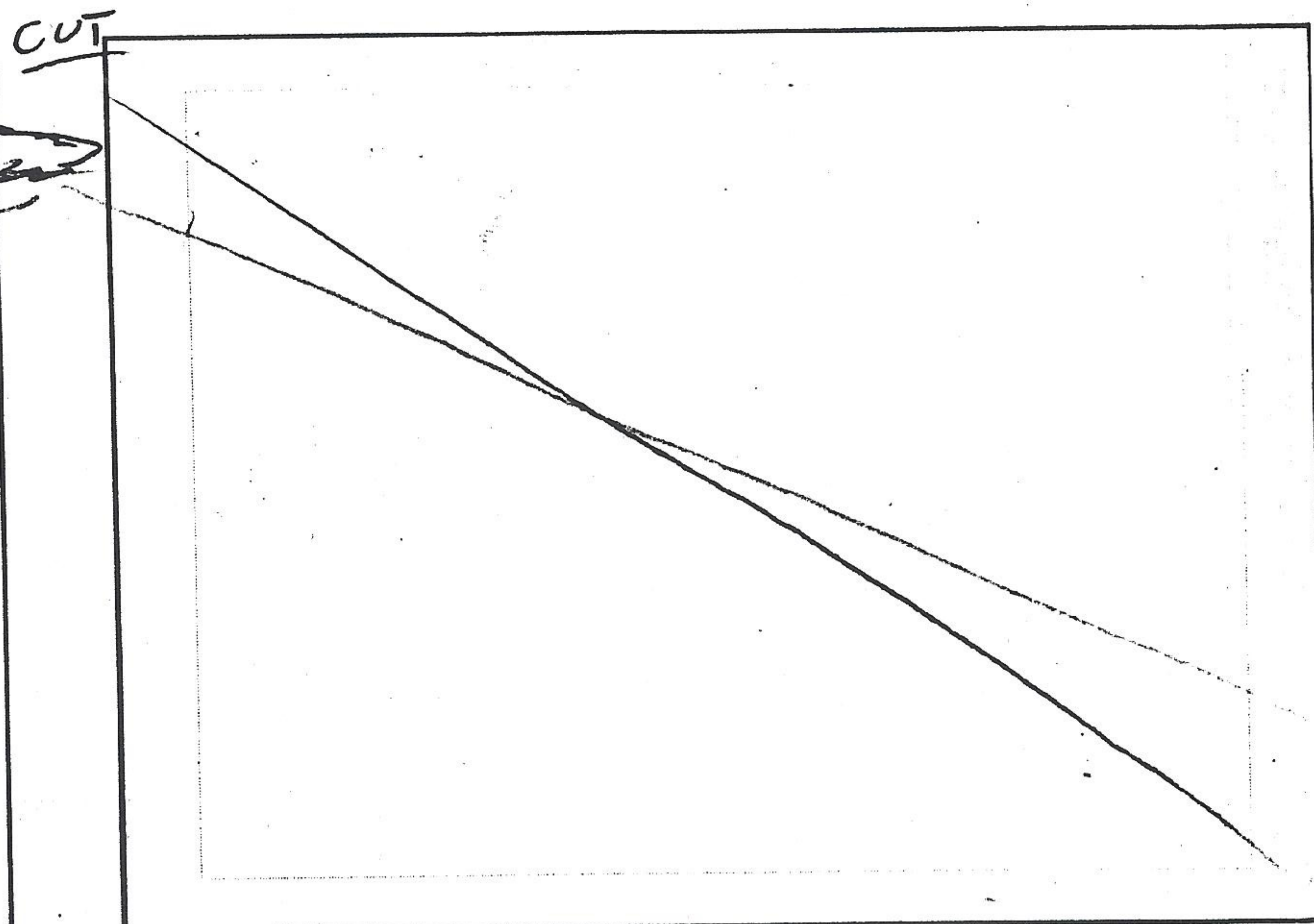
(814)

PROD # 204 ACT A

SC 106 PNL 1

SC 106 PNL 2

SC PNL



ACTION PAN BG (FAST)
GRD HANGS ON

PAN BG (FAST)
-GRD CRACKS A SLIGHT SMILE AS he looks at cloud move away
-CLOUD - LOSING SPEED SLIDES O.S.
(cloud shrinks slightly in size)
STOP RAINING

DX CAST SHADOWS

DIAL

SC 106

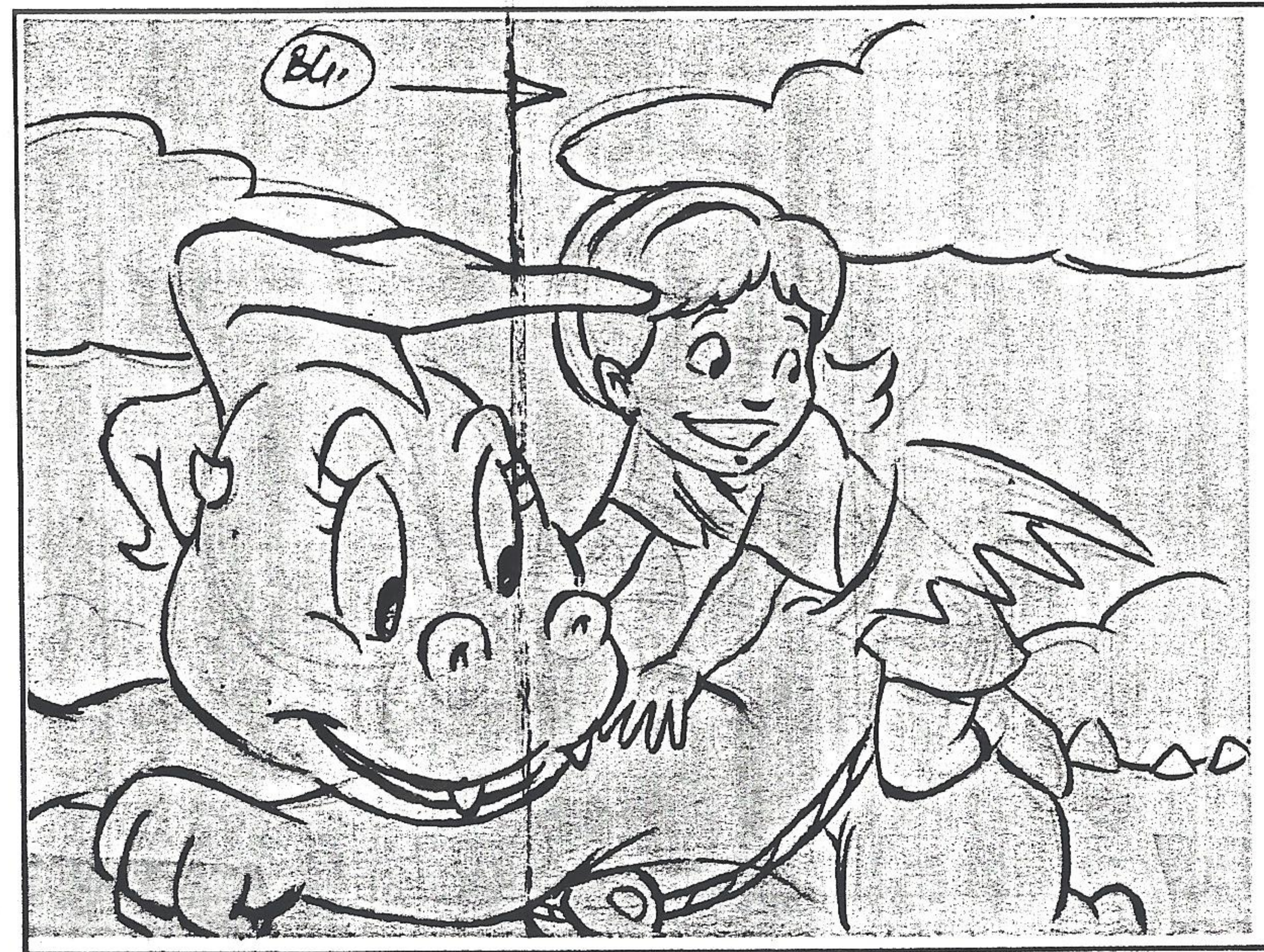
4°
3°
SHRINK + SLIDES OS

TIMING

7°

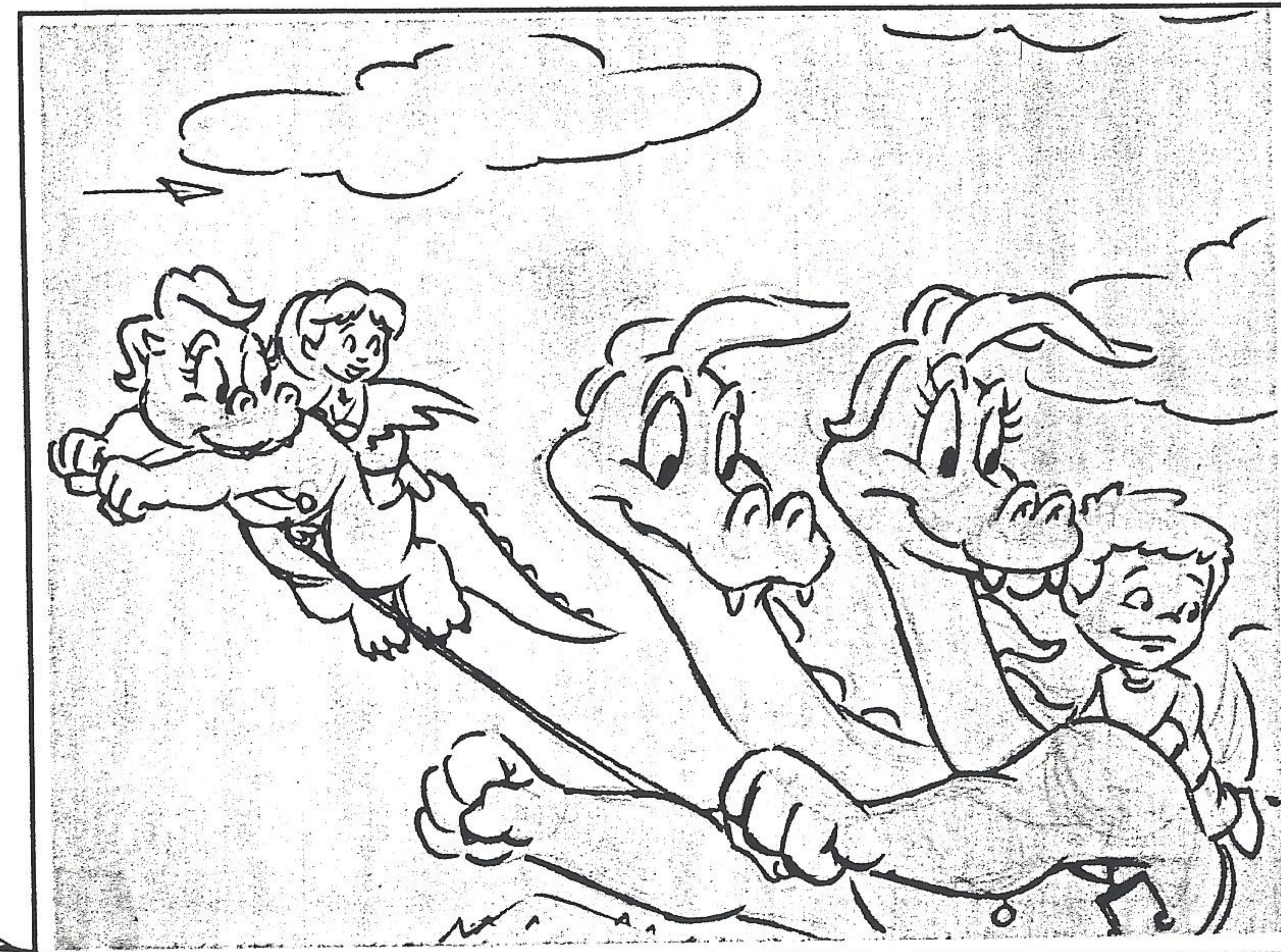
PROD # 204 ACT 4

SC 107 PNL 1



ACTION
CLOSE ON CASSIE AND EMMY.
BG. PANS

SC 108 PNL 1



ON CASSIE, EMMY, ZAK, WHIZZIE
AND MAX FLYING, LOOKING IN
DIRECTION OF O.S. ORD.

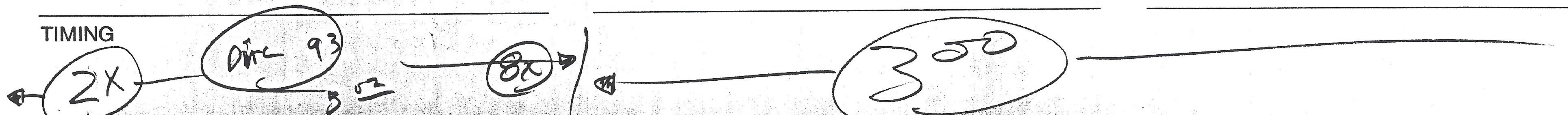
SC 108 PNL 2



CASSIE AND EMMY LOOK
FORWARD.

DIAL (93) CASSIE:
IT'S WORKING, BUT WE HAVE
TO GO FASTER.

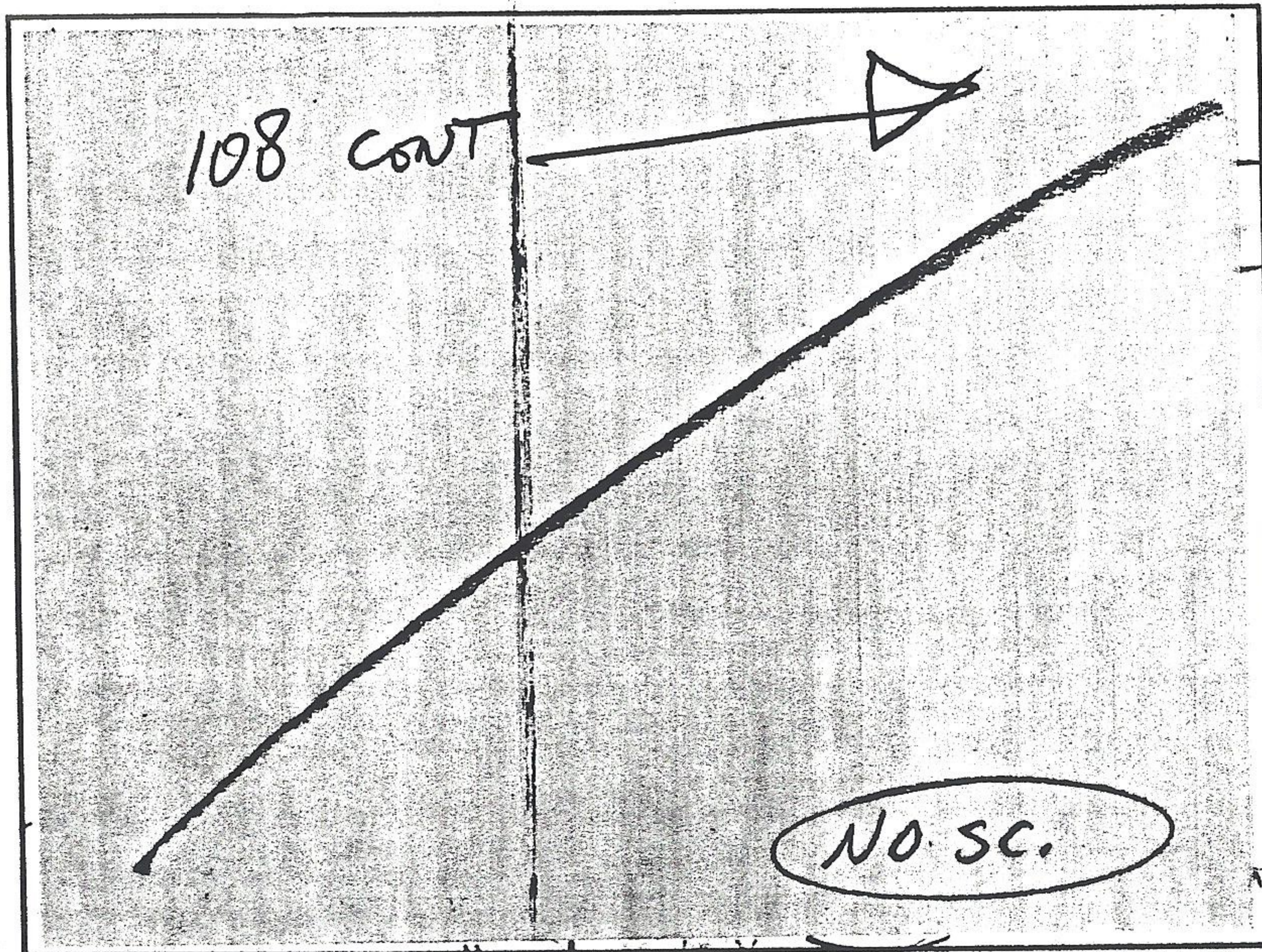
TIMING



PROD # 204 ACT A

SC 107 PNL 1

PAN BG



ACTION

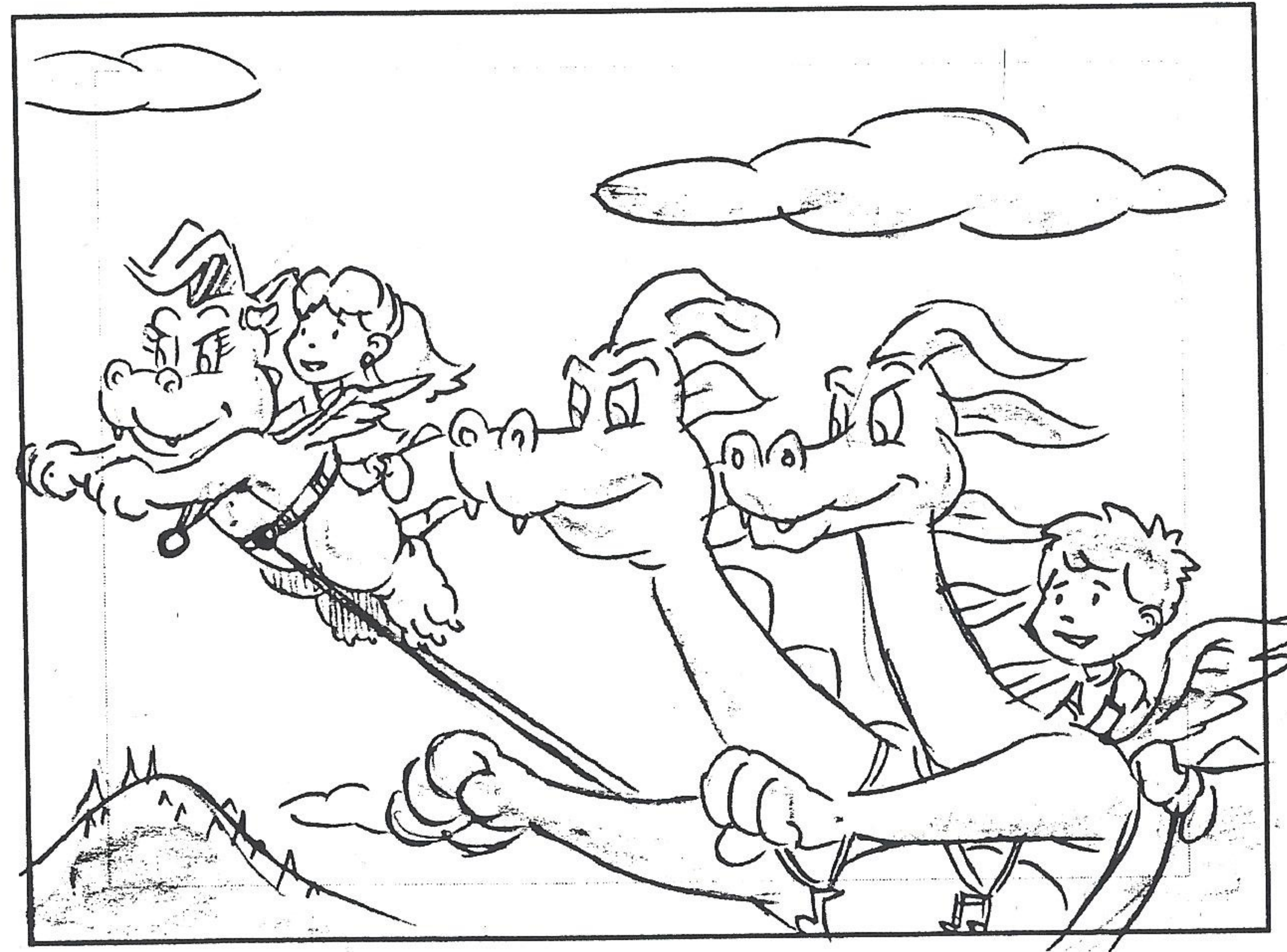
close on CASSIE

DIAL

It's working, but
we have to go faster!

SC 108 PNL 3

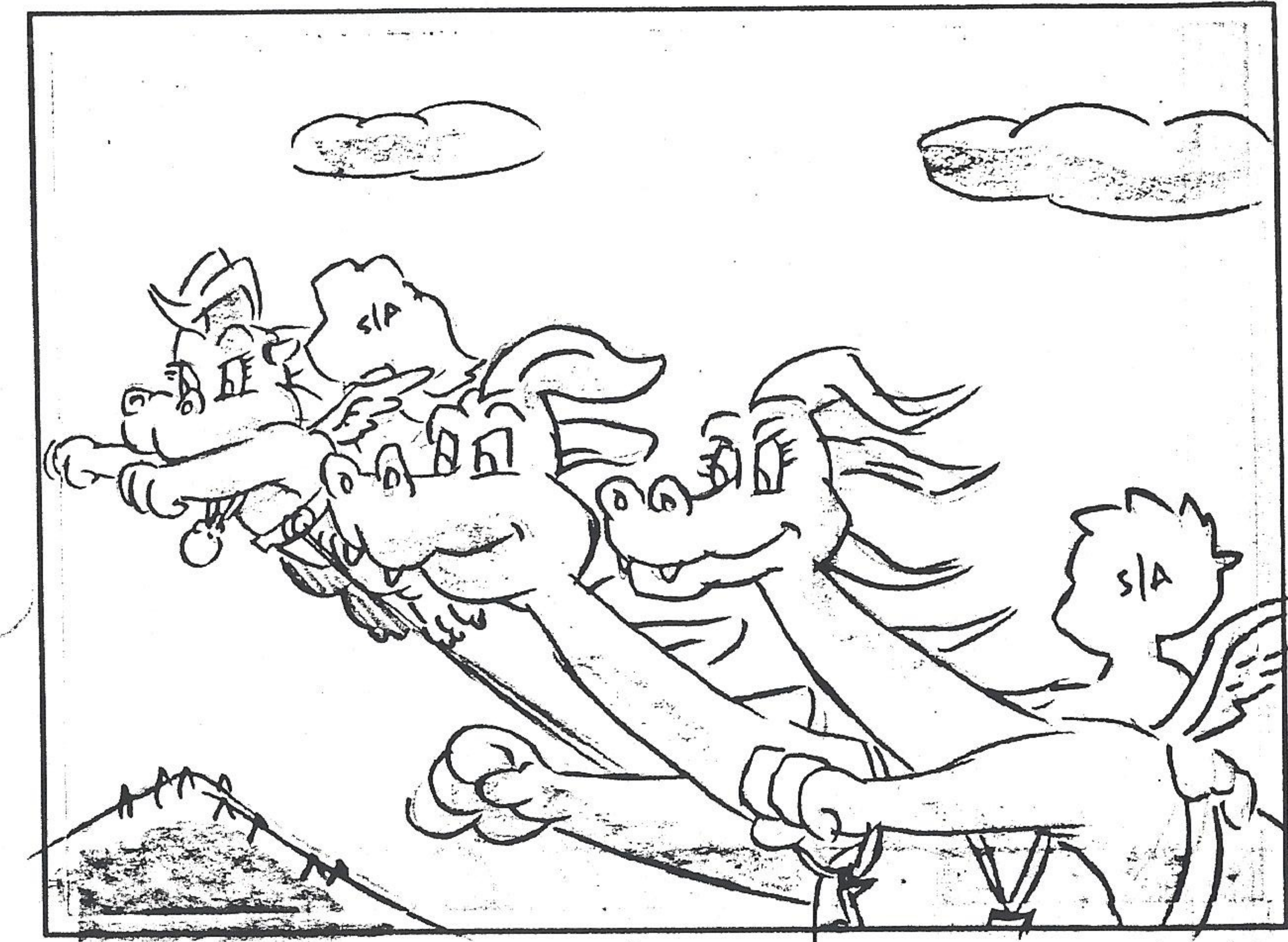
PAN BG



CASSIE, Z & W look
determined + start to
fly faster

SC 108 PNL 4

PAN BG



they lean in and
speed up

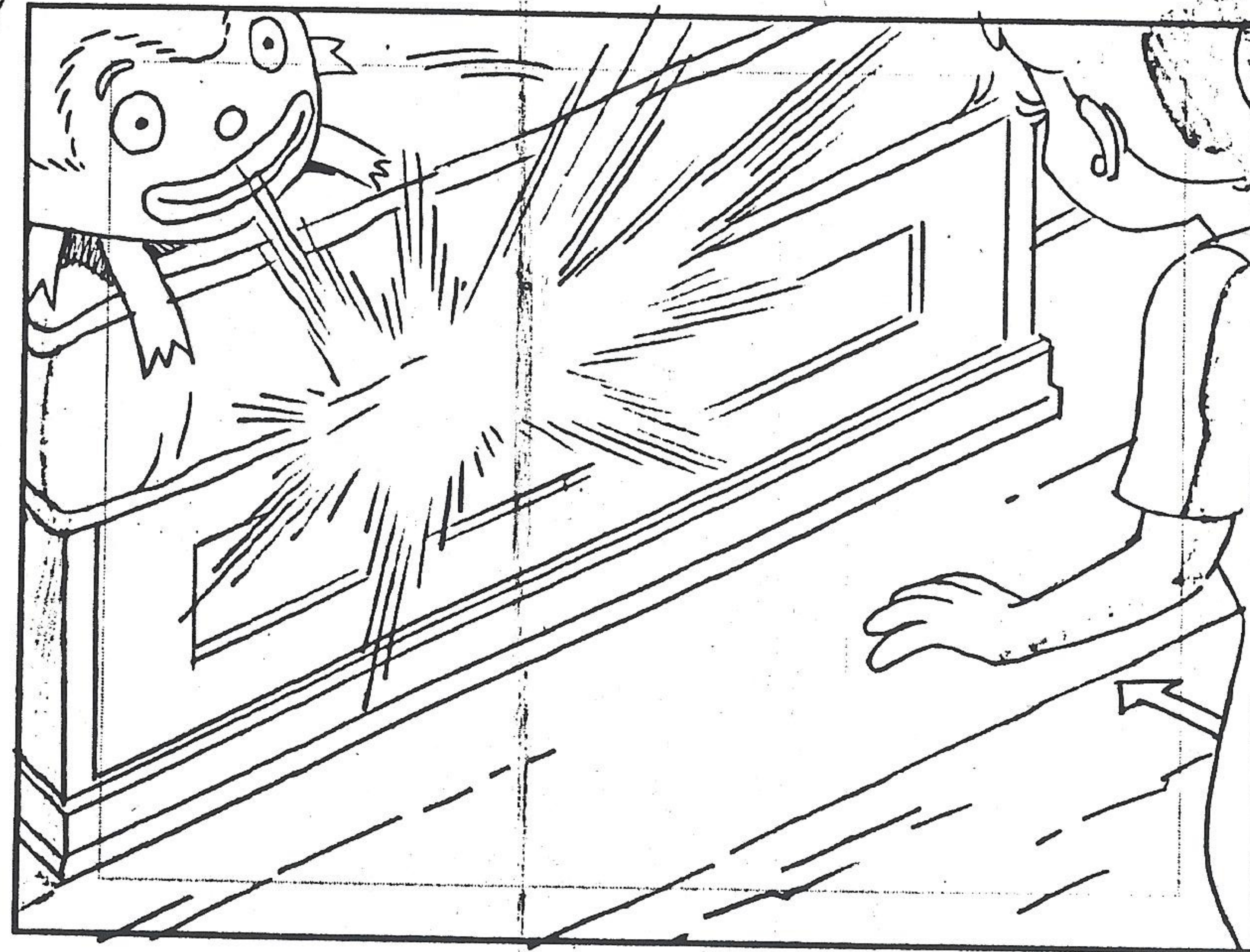
4¹⁰

STOCK SEQUENCE : 1 (ALTERNATE)

PROD # 204 ACT A

PG 9

SC 6 PNL 1

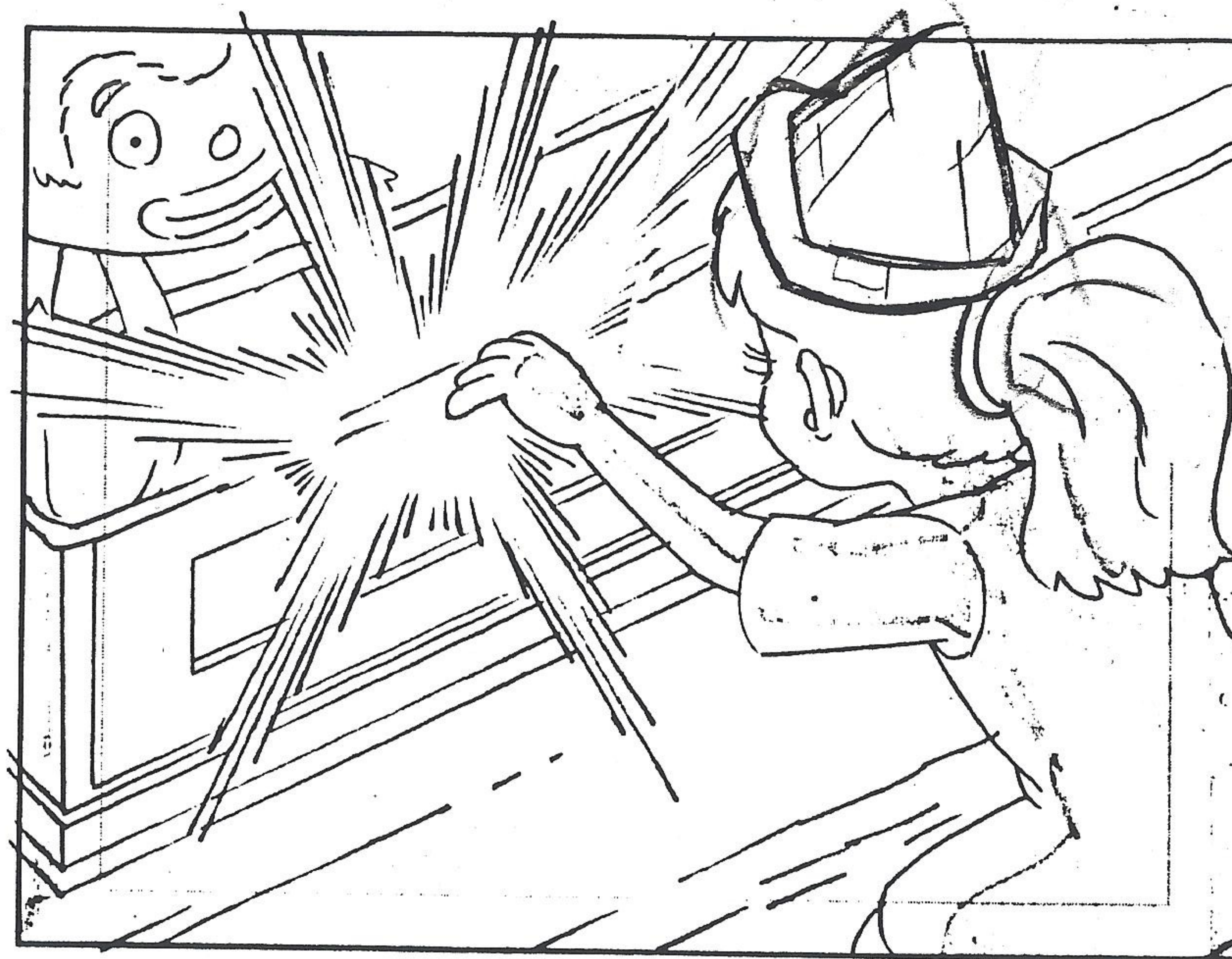


ACTION

Emmy steps toward the window seat. The glow continues.

DIAL

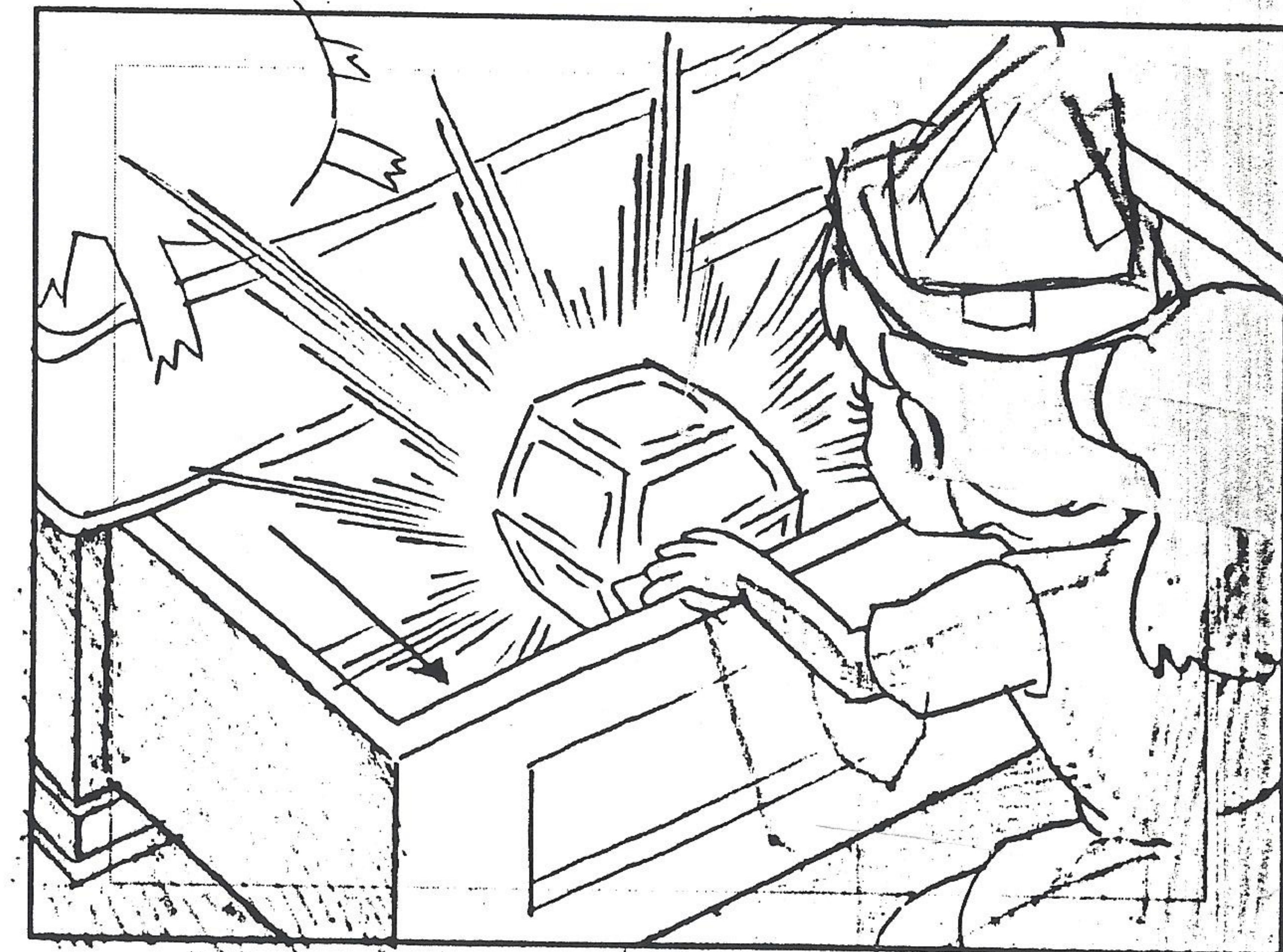
SC 6 PNL 2



Emmy grips the edge of the window seat. The glow continues.

DX CAST SHADOWS

SC 6 PNL 3



Emmy opens the drawer, revealing the dragon box, which stops glowing.

DX CAST SHADOWS

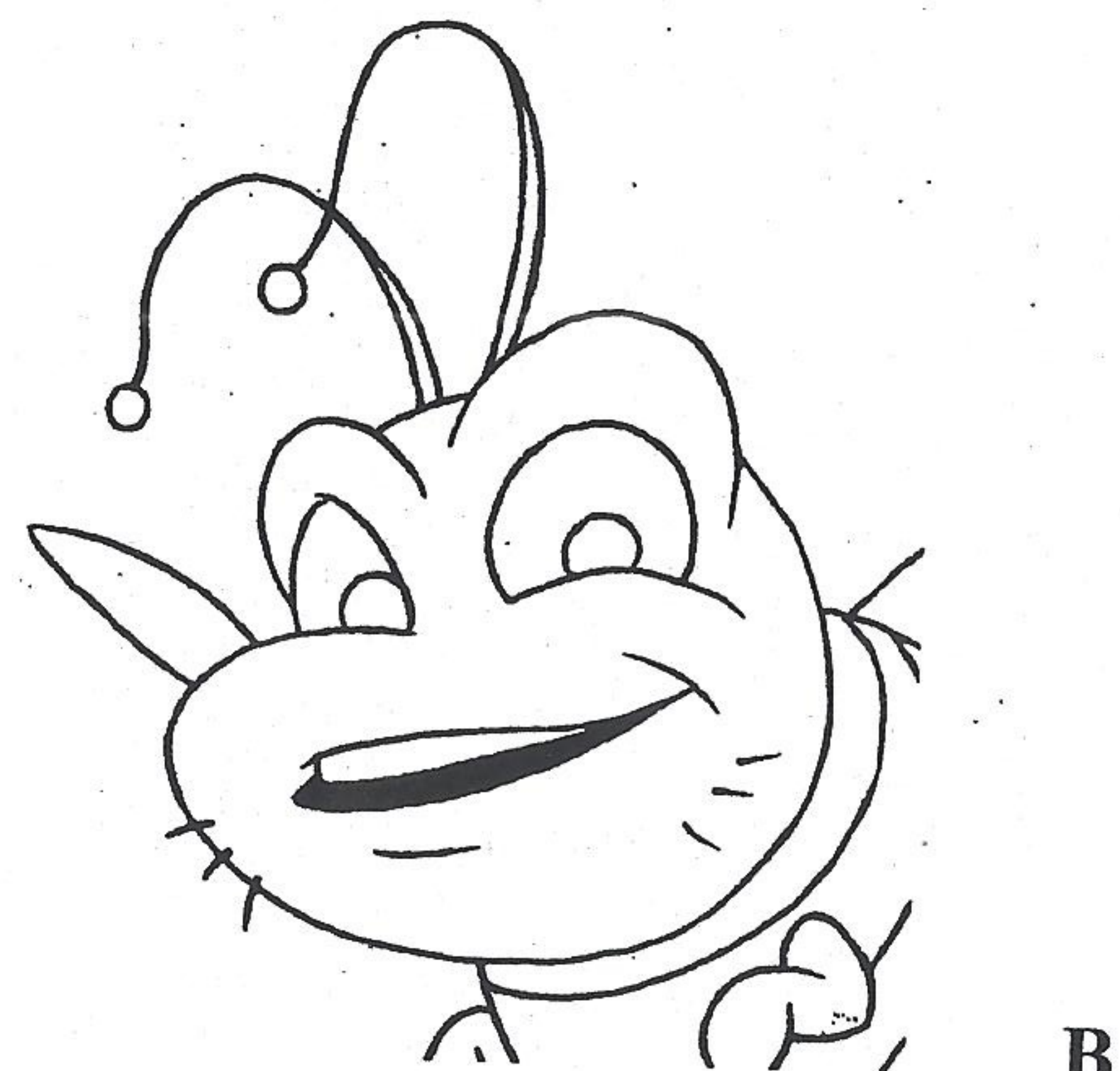
SC 6

TIMING

4 12 STOCK TIMING



A



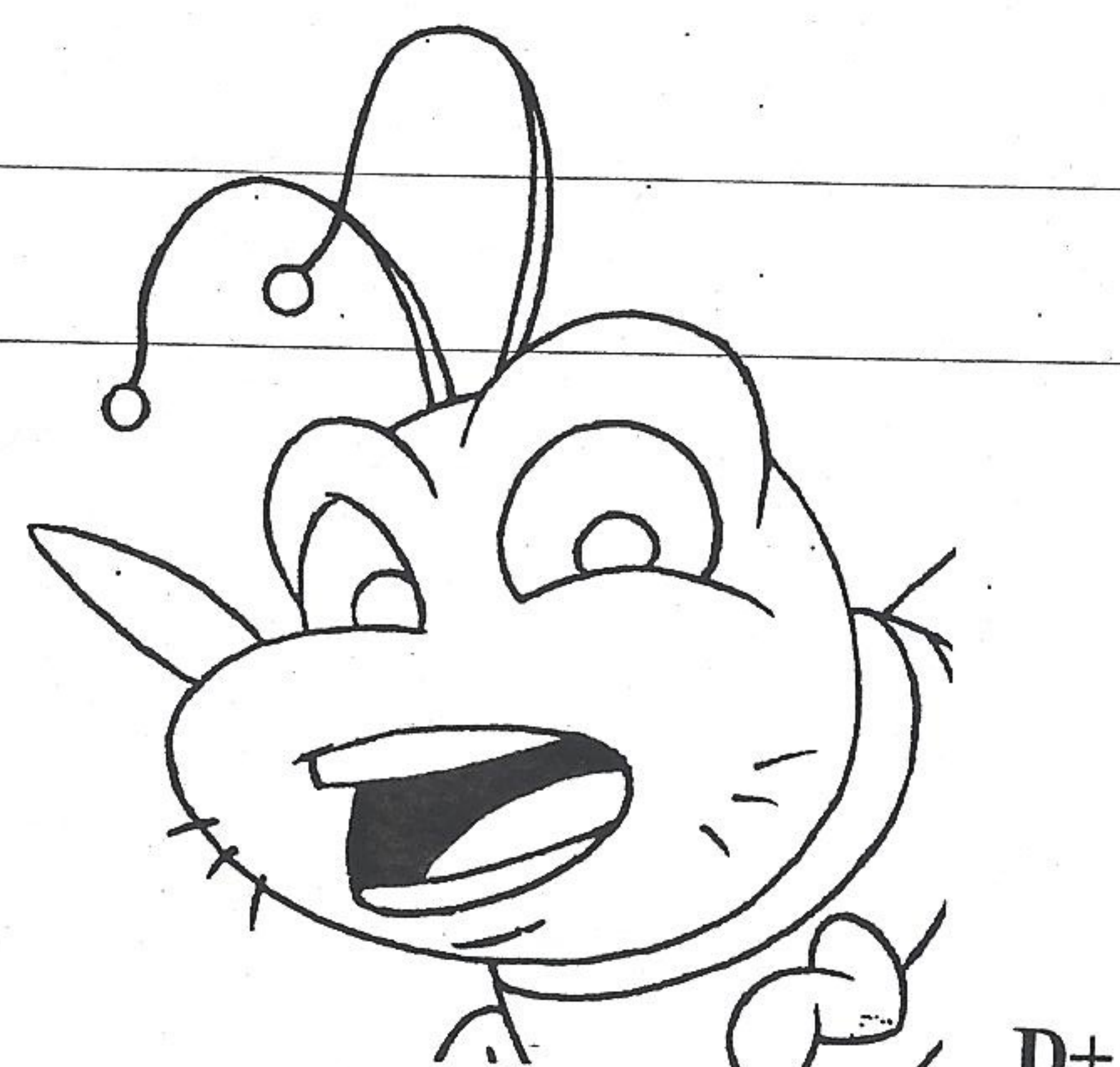
B



C



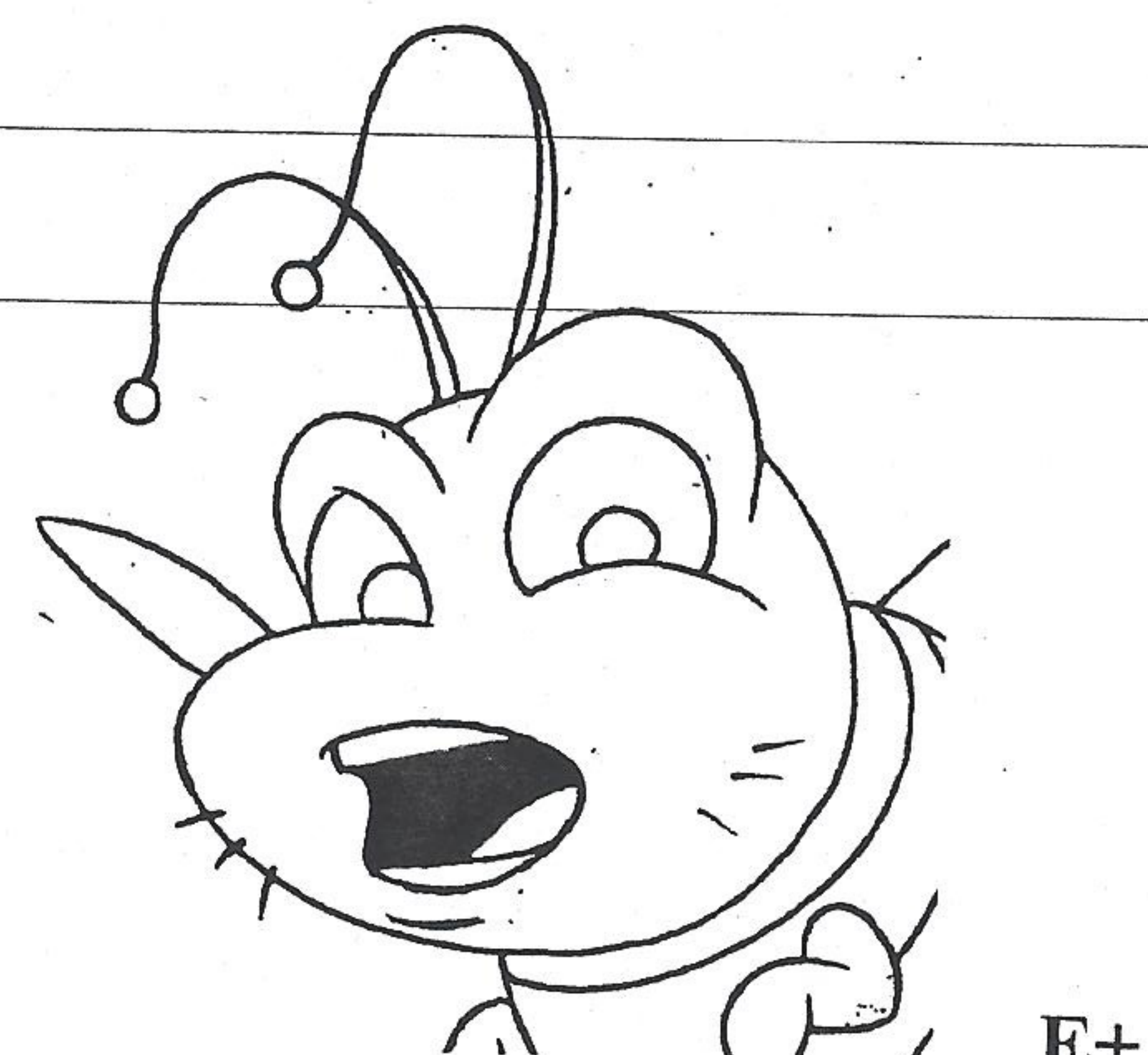
D



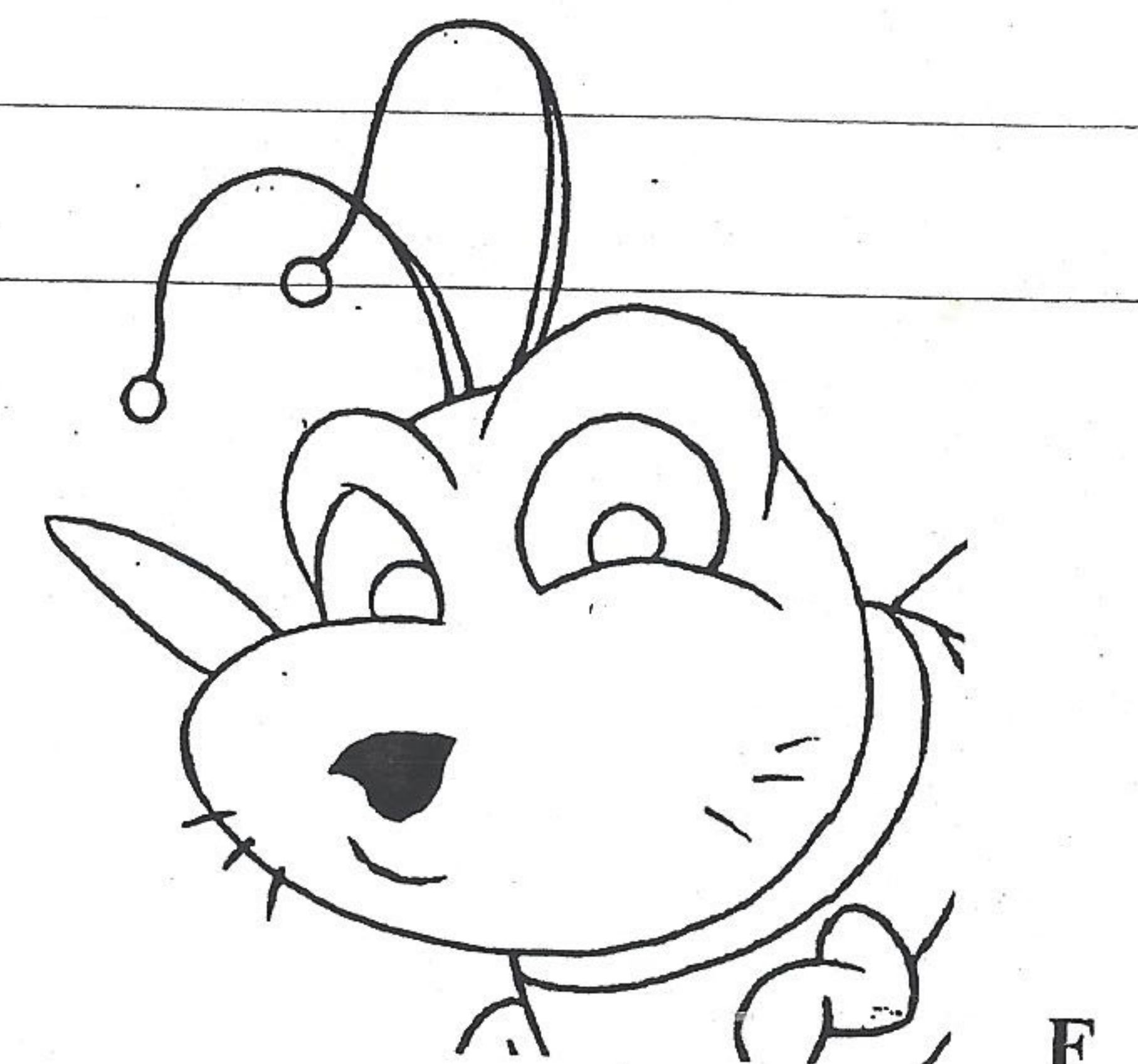
D+



E



E+



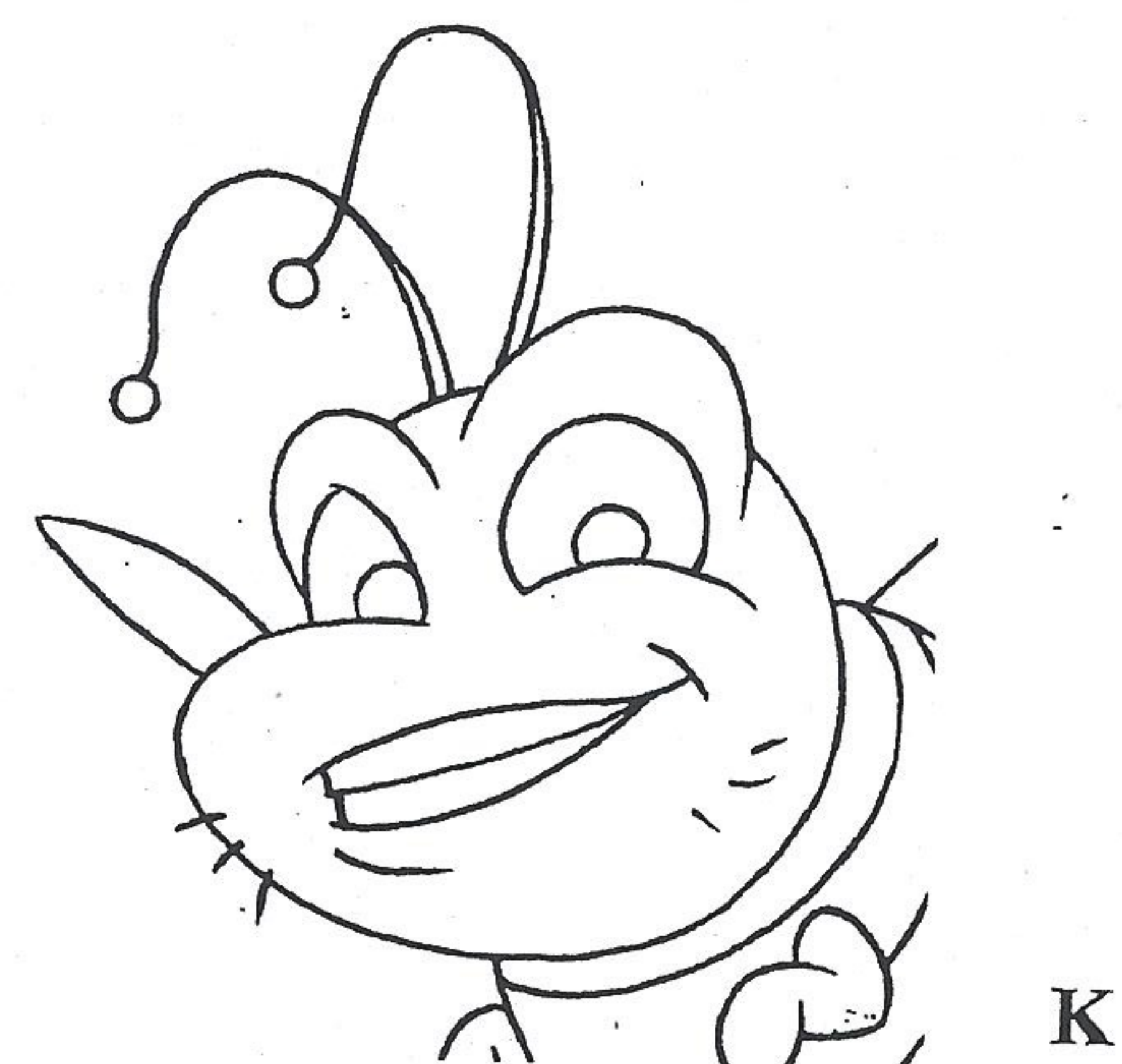
F



G



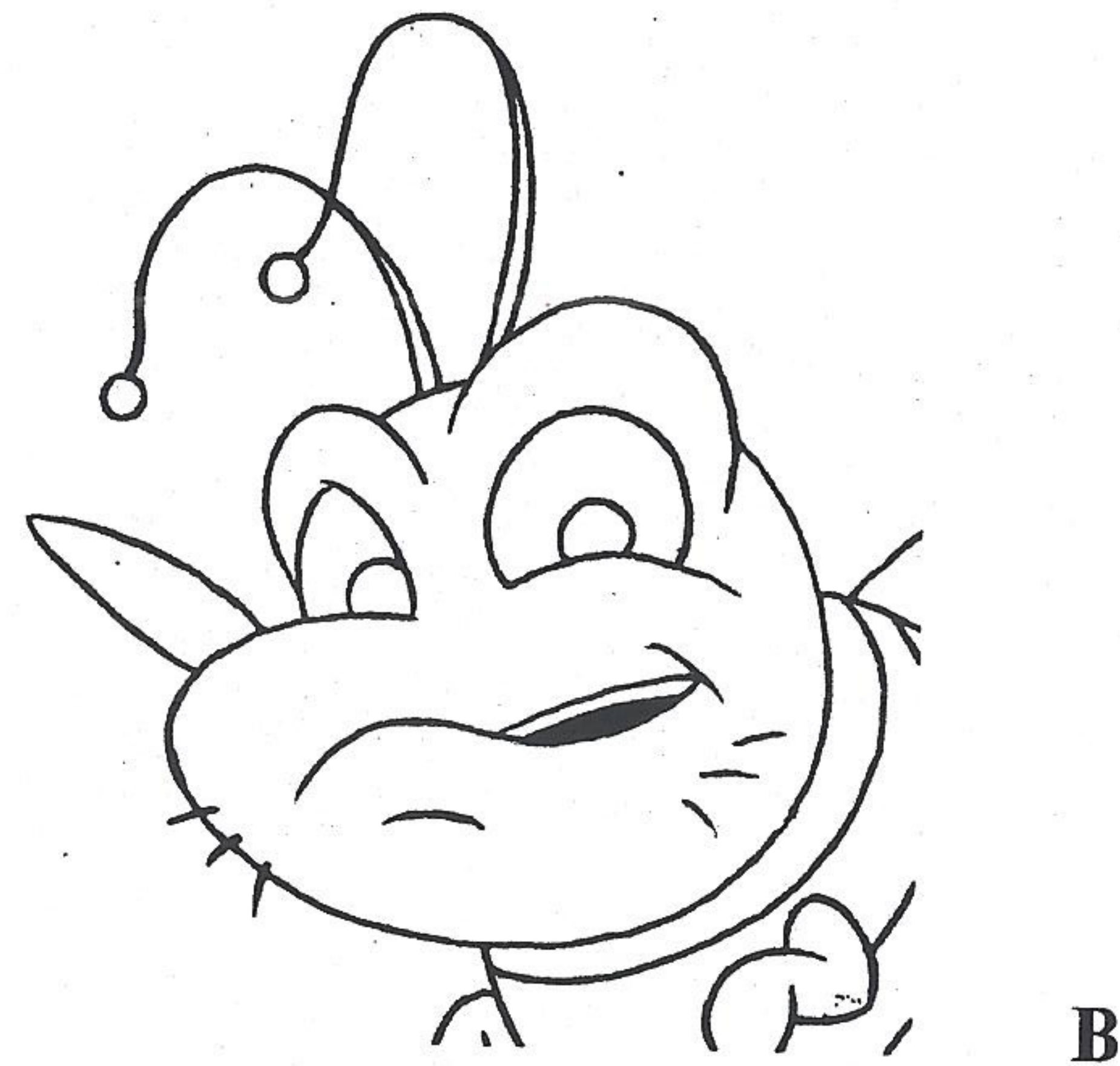
H



K



A



B



C

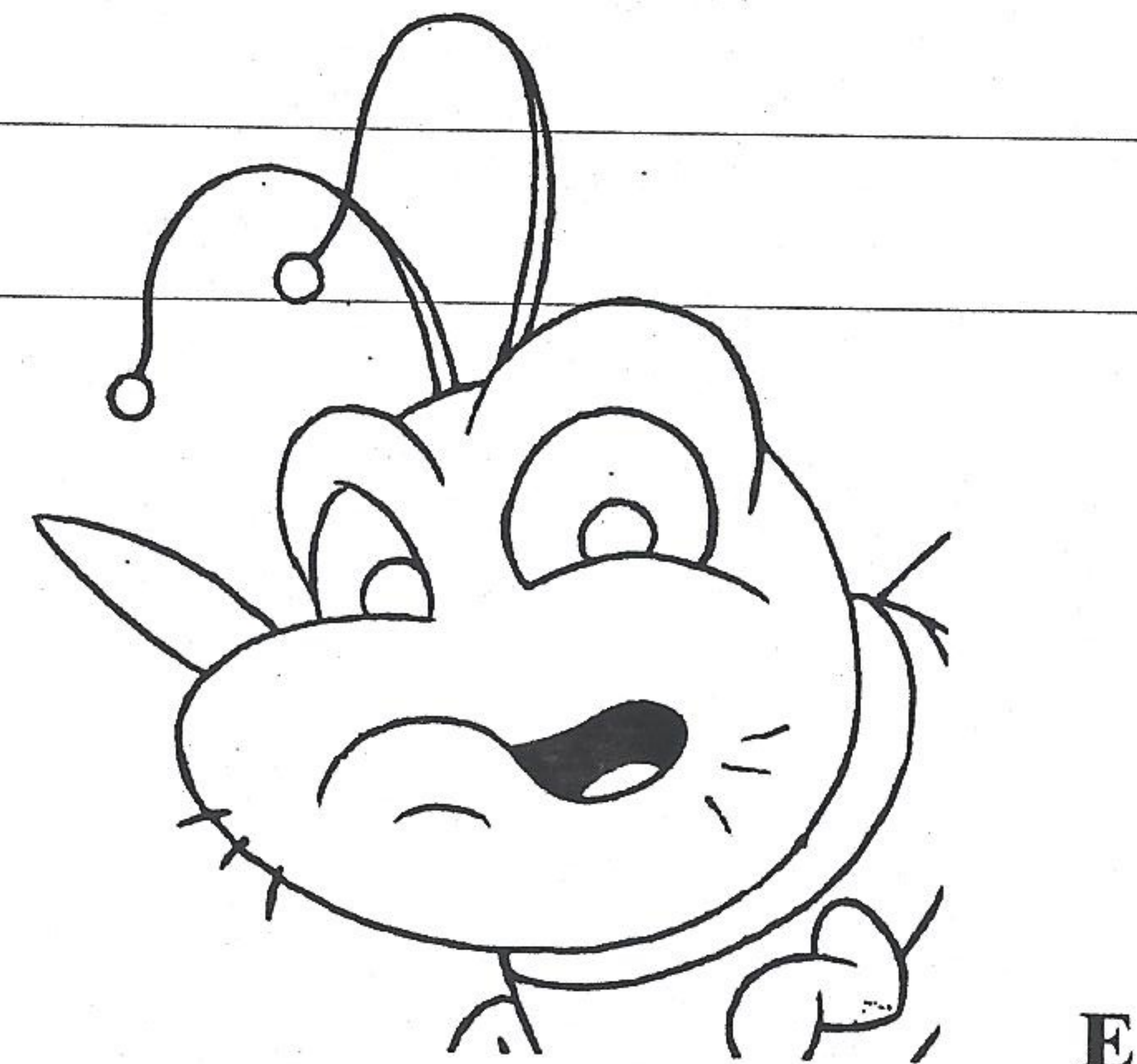


D

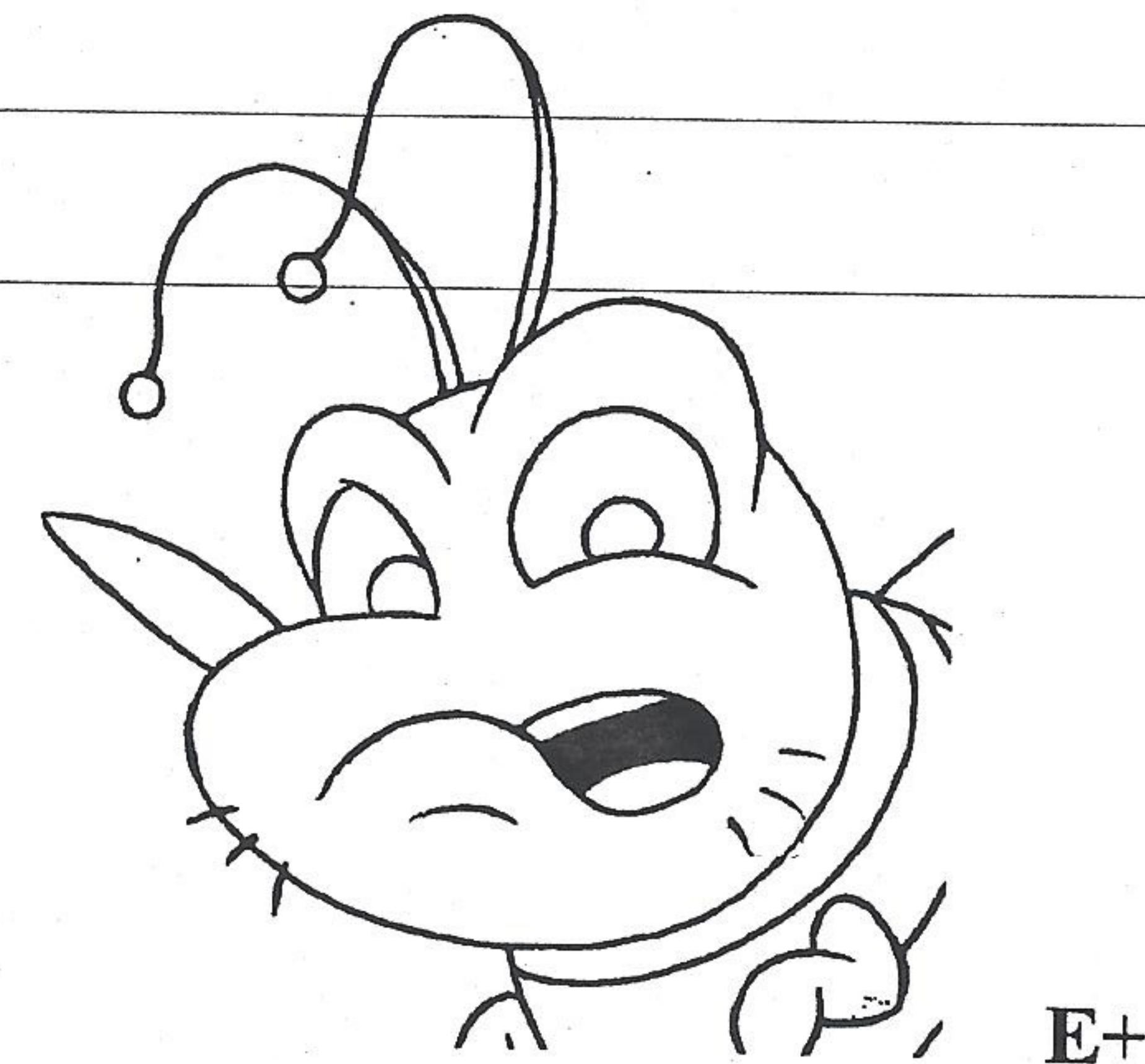
TONGUE



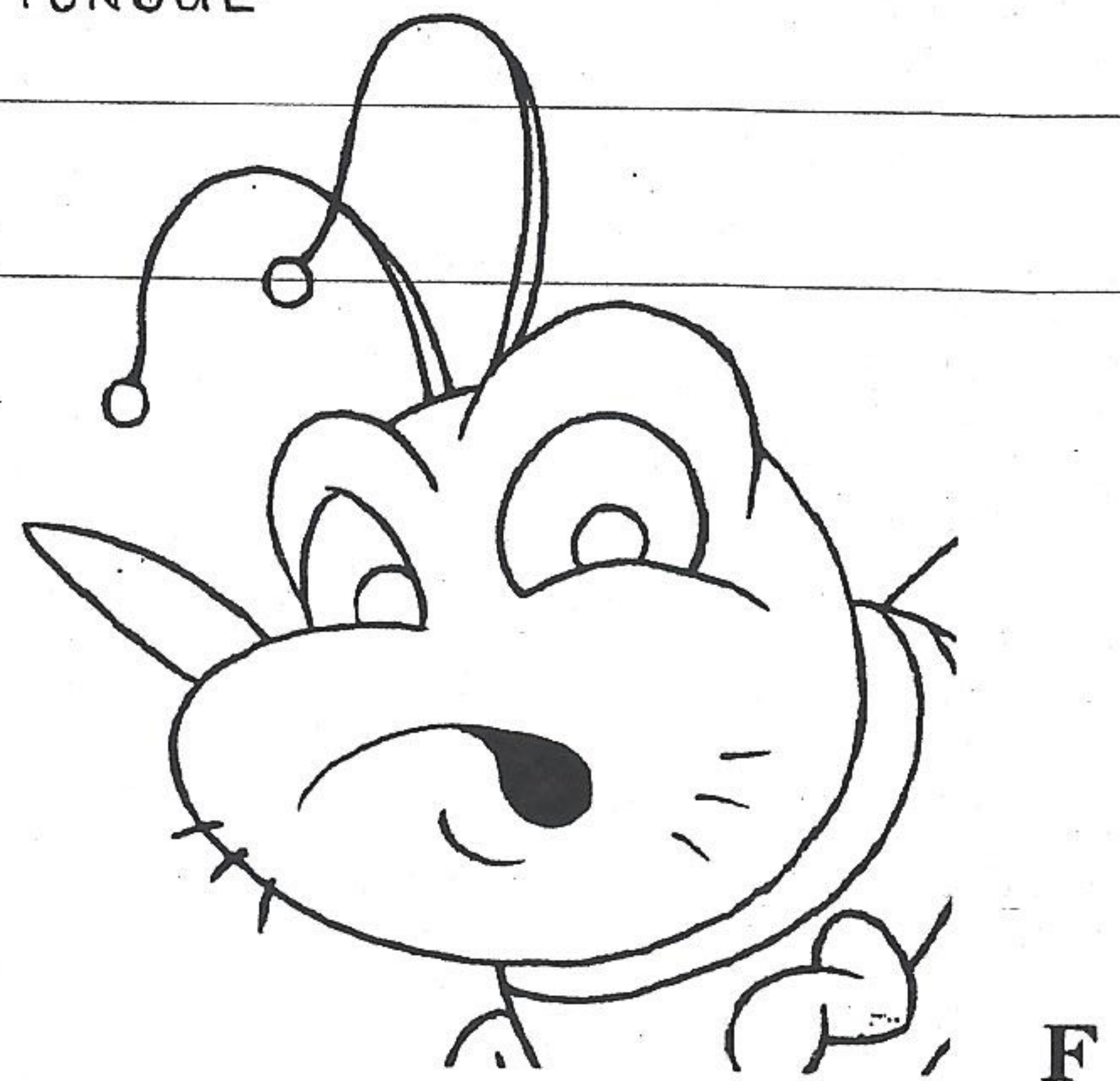
D+



E



E+



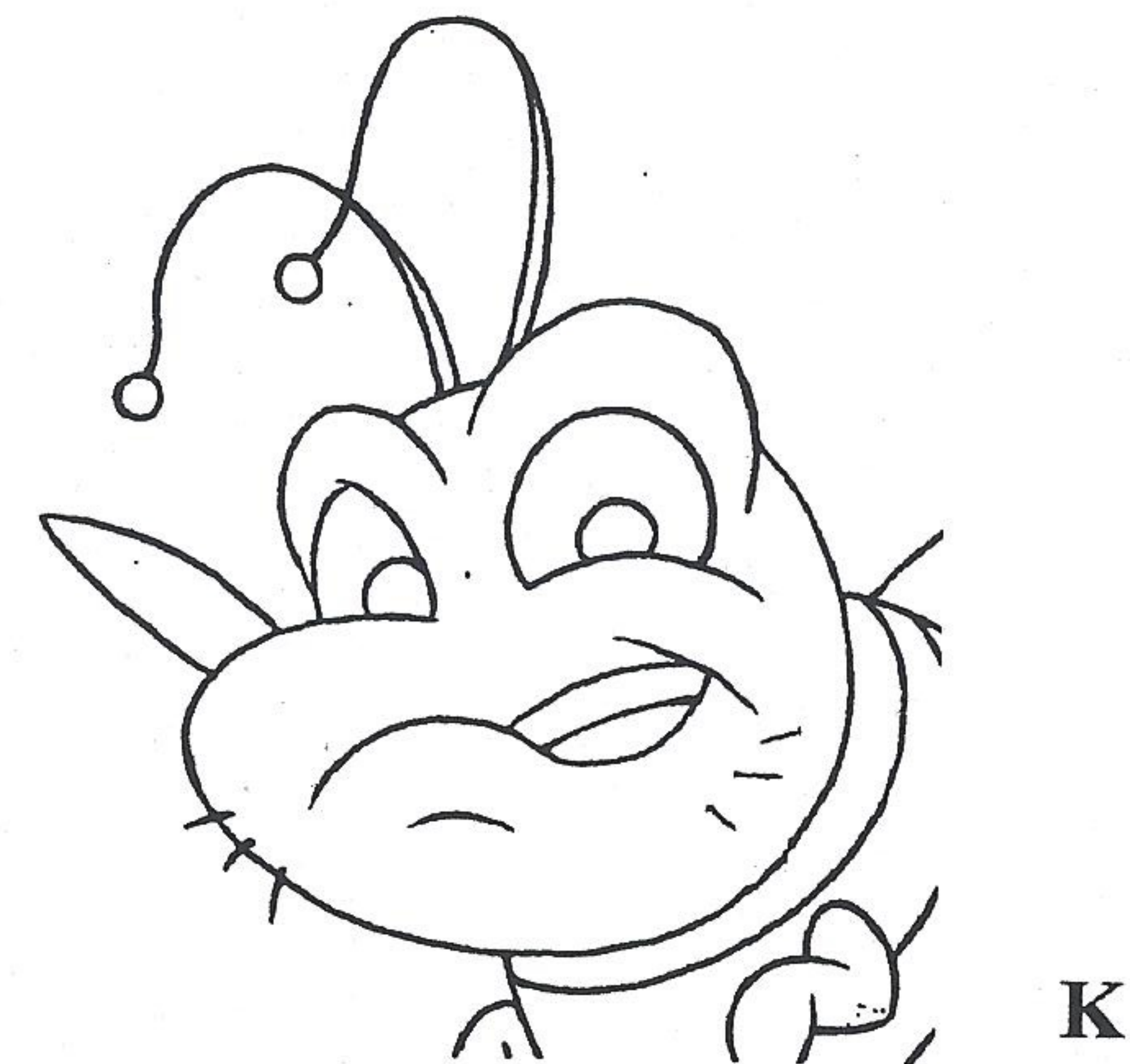
F



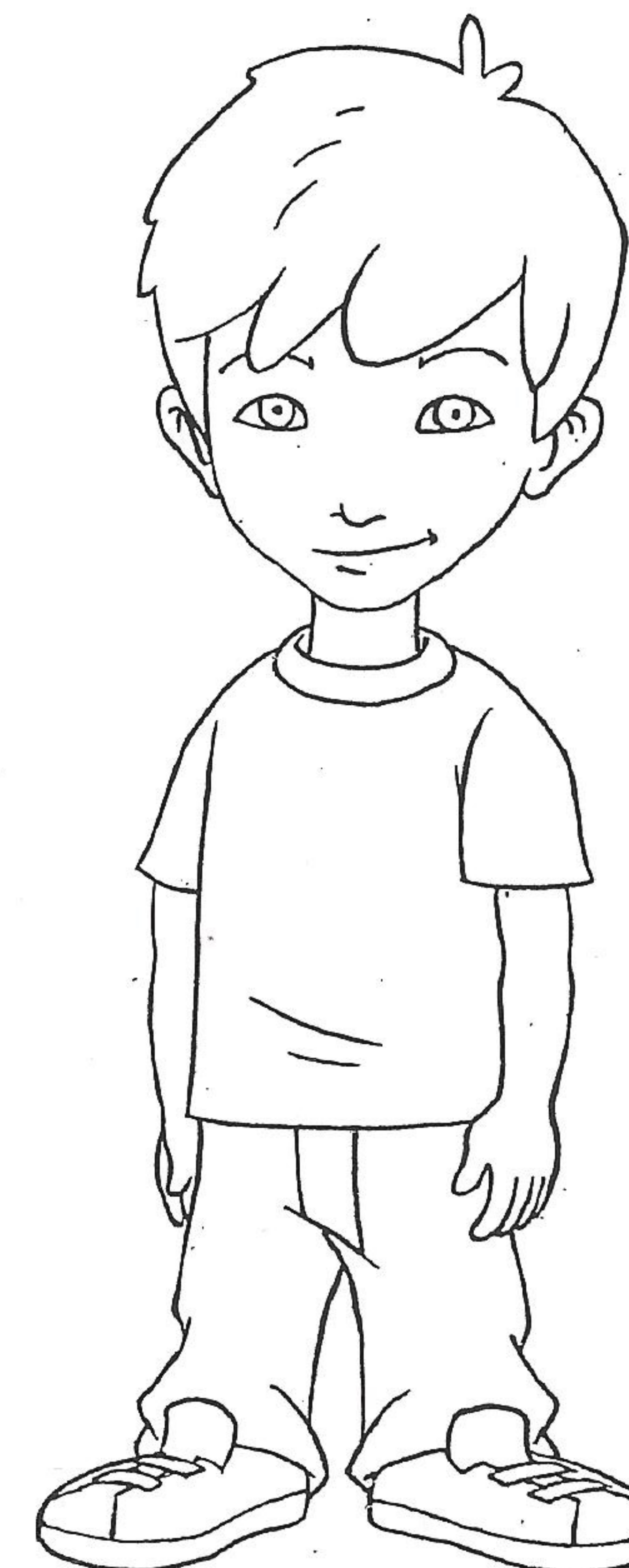
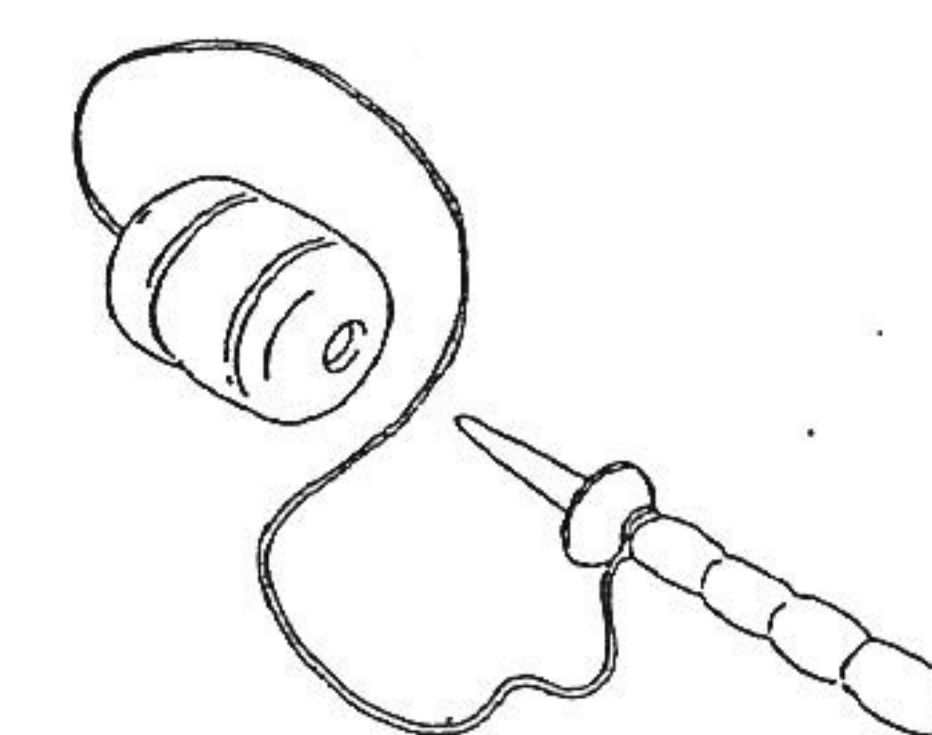
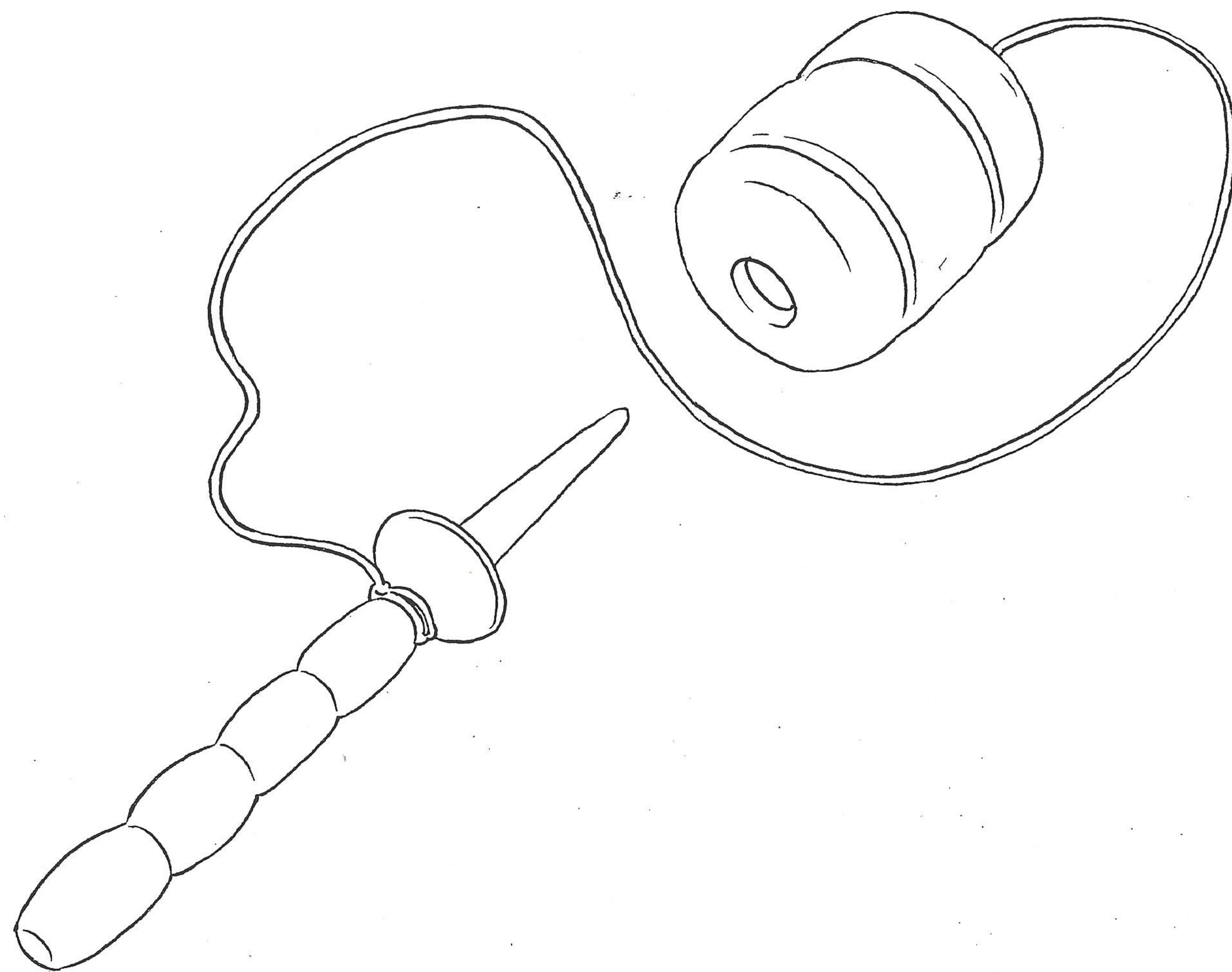
G



H

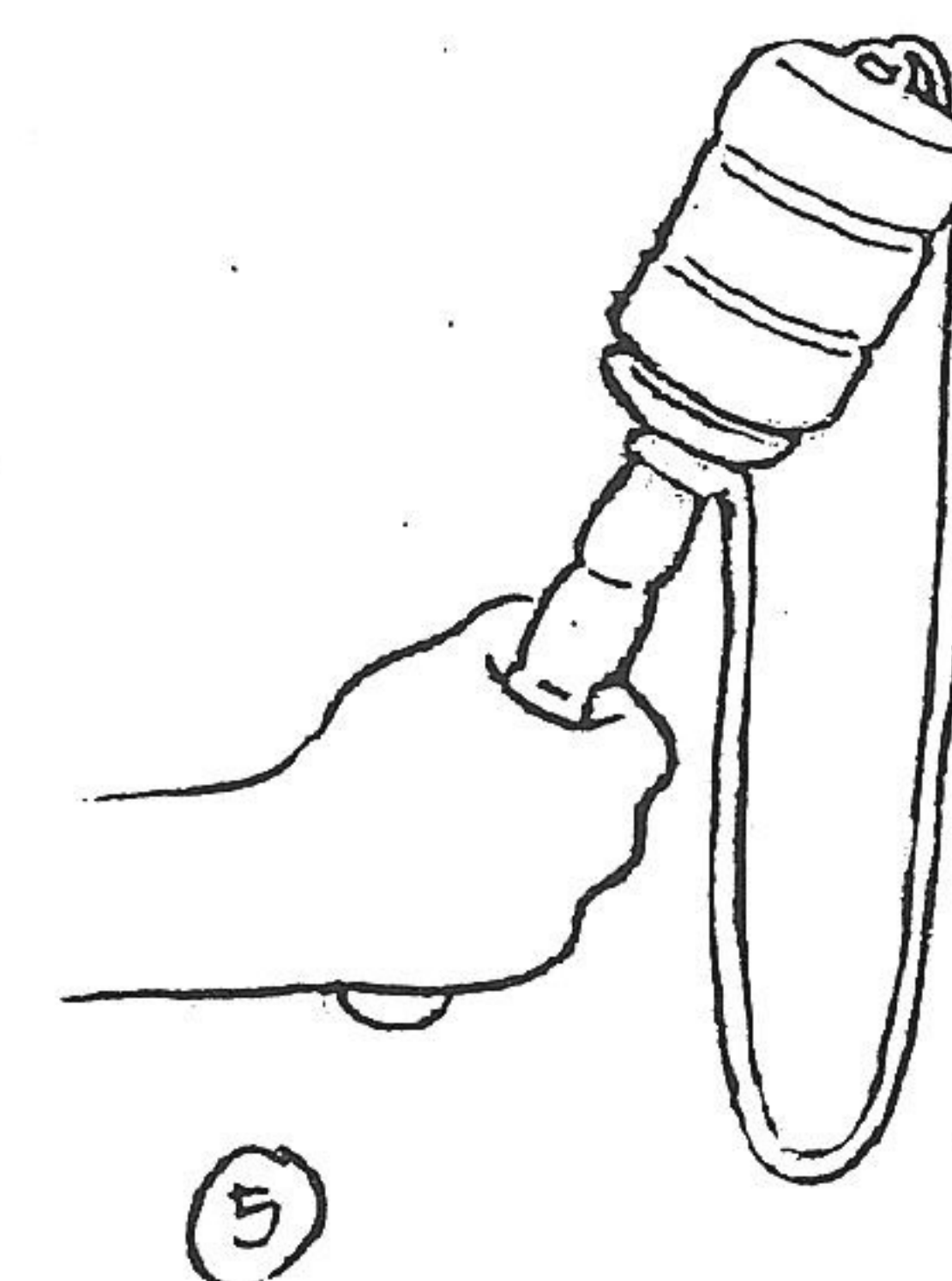
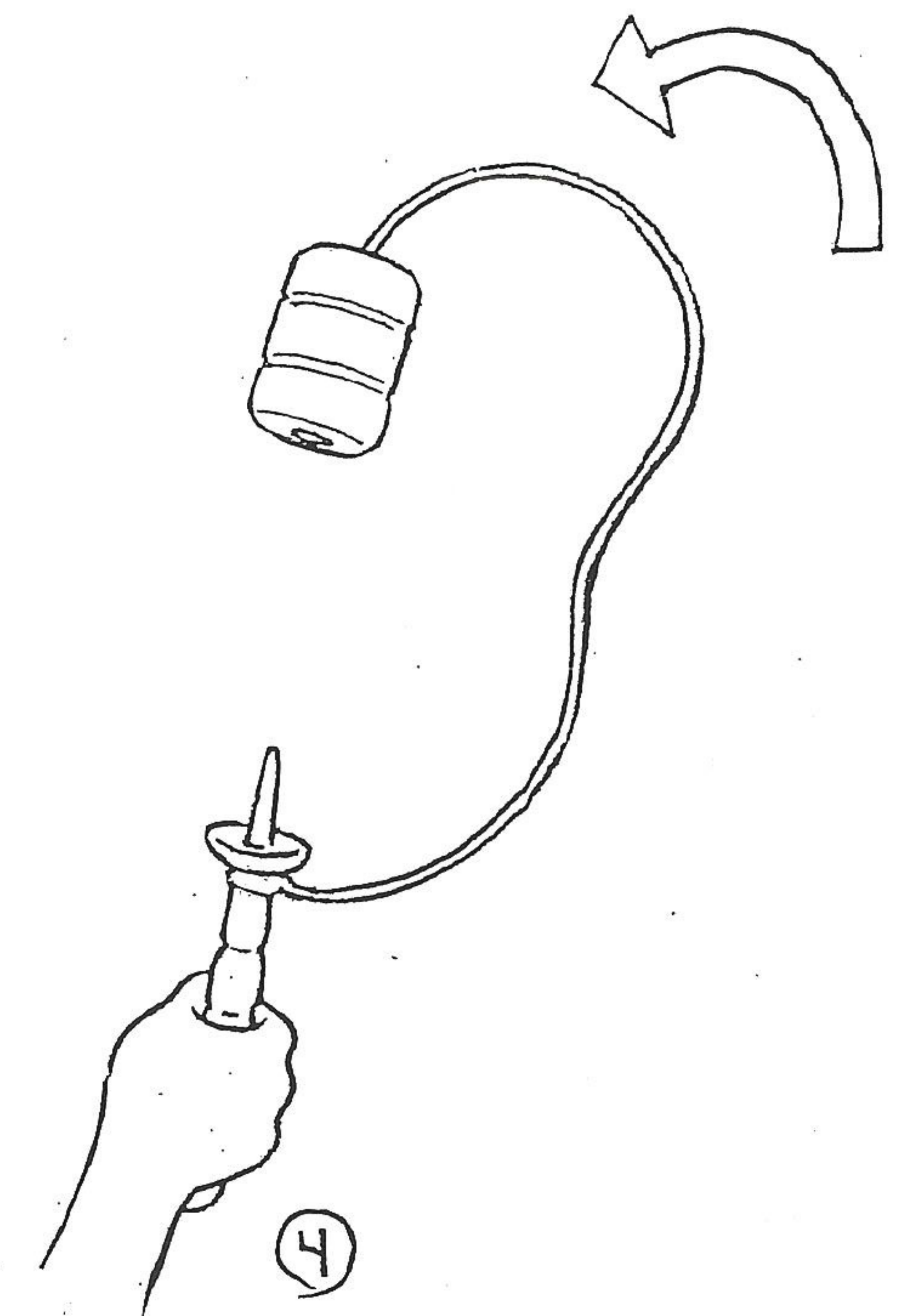
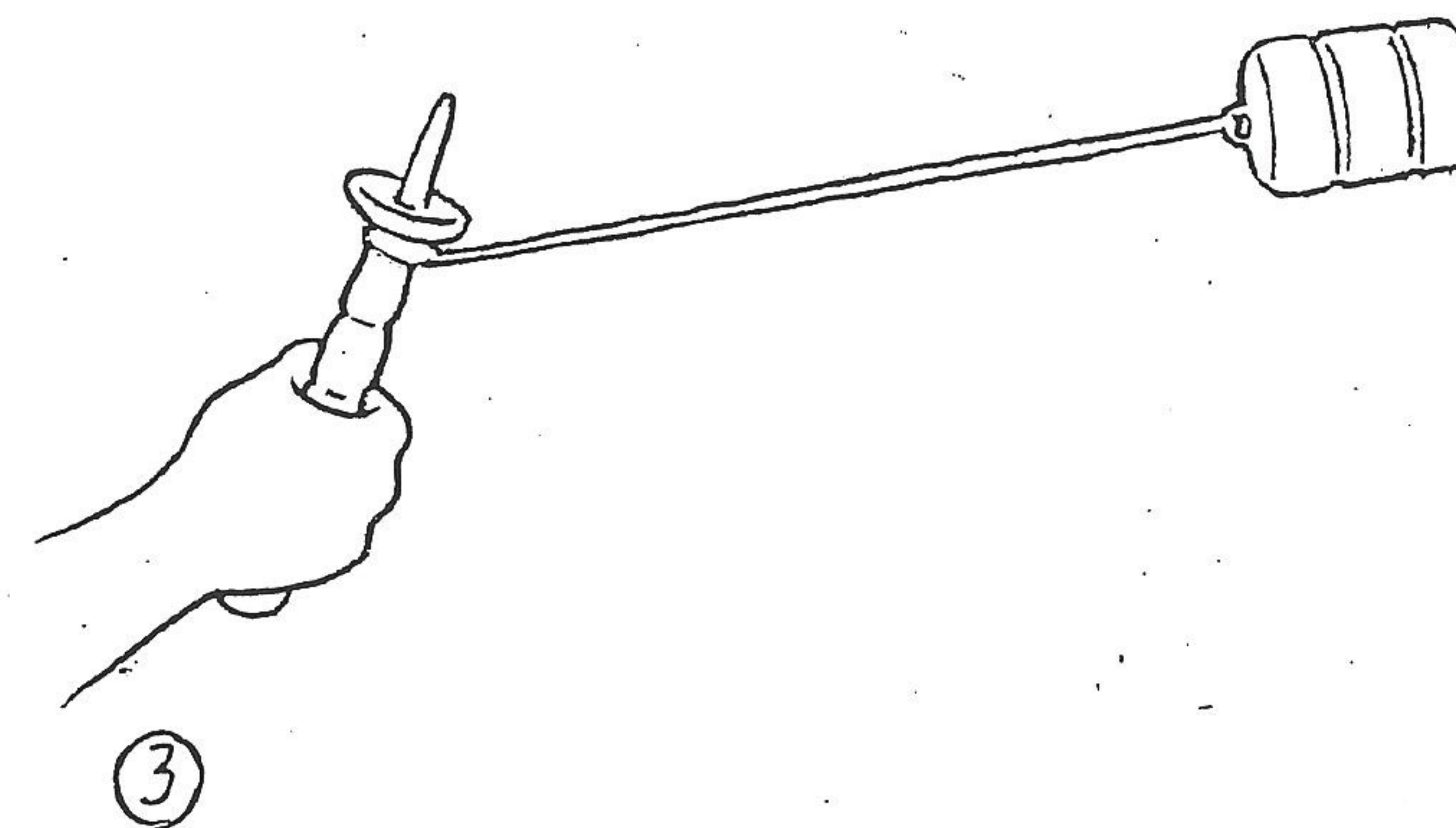
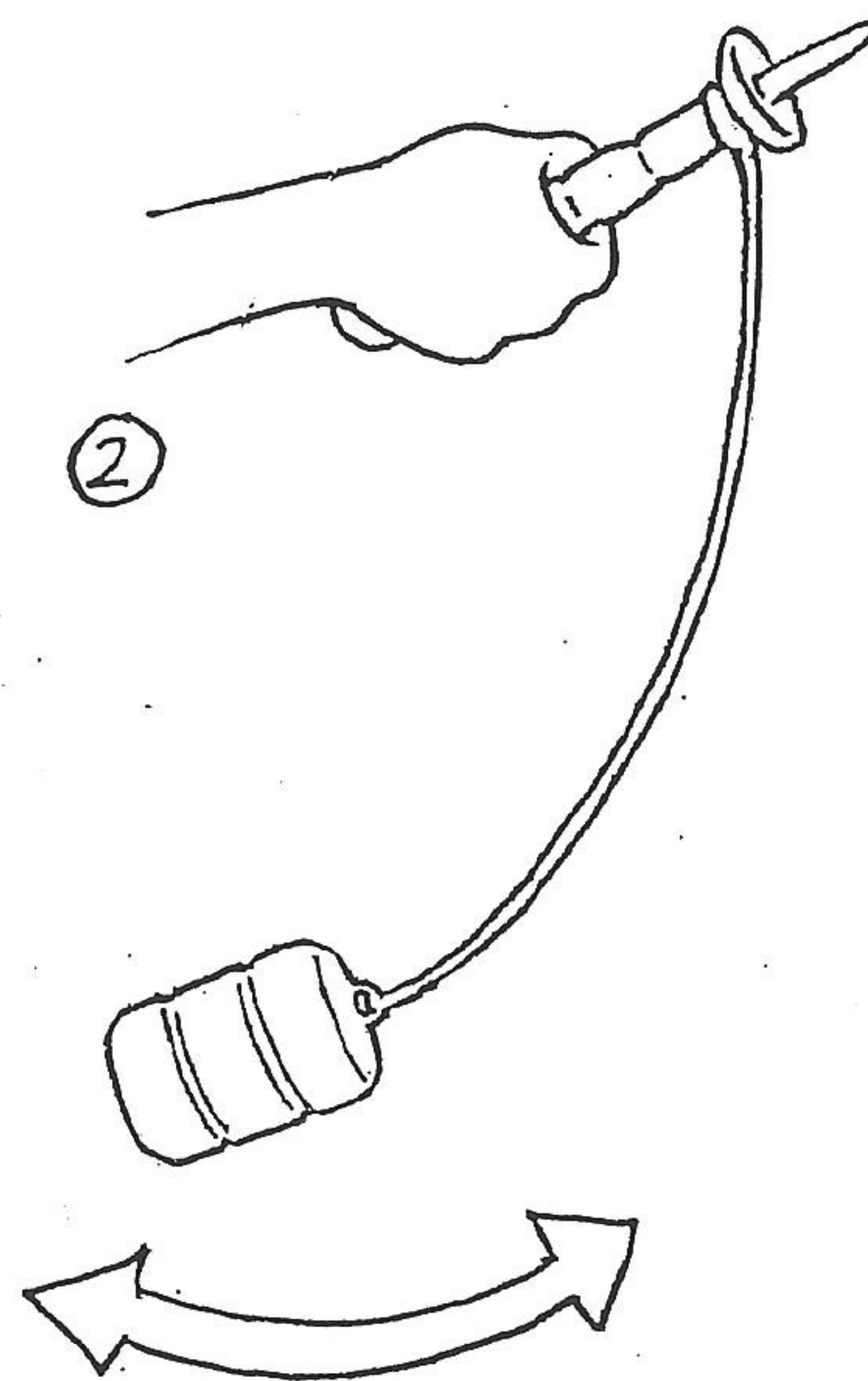
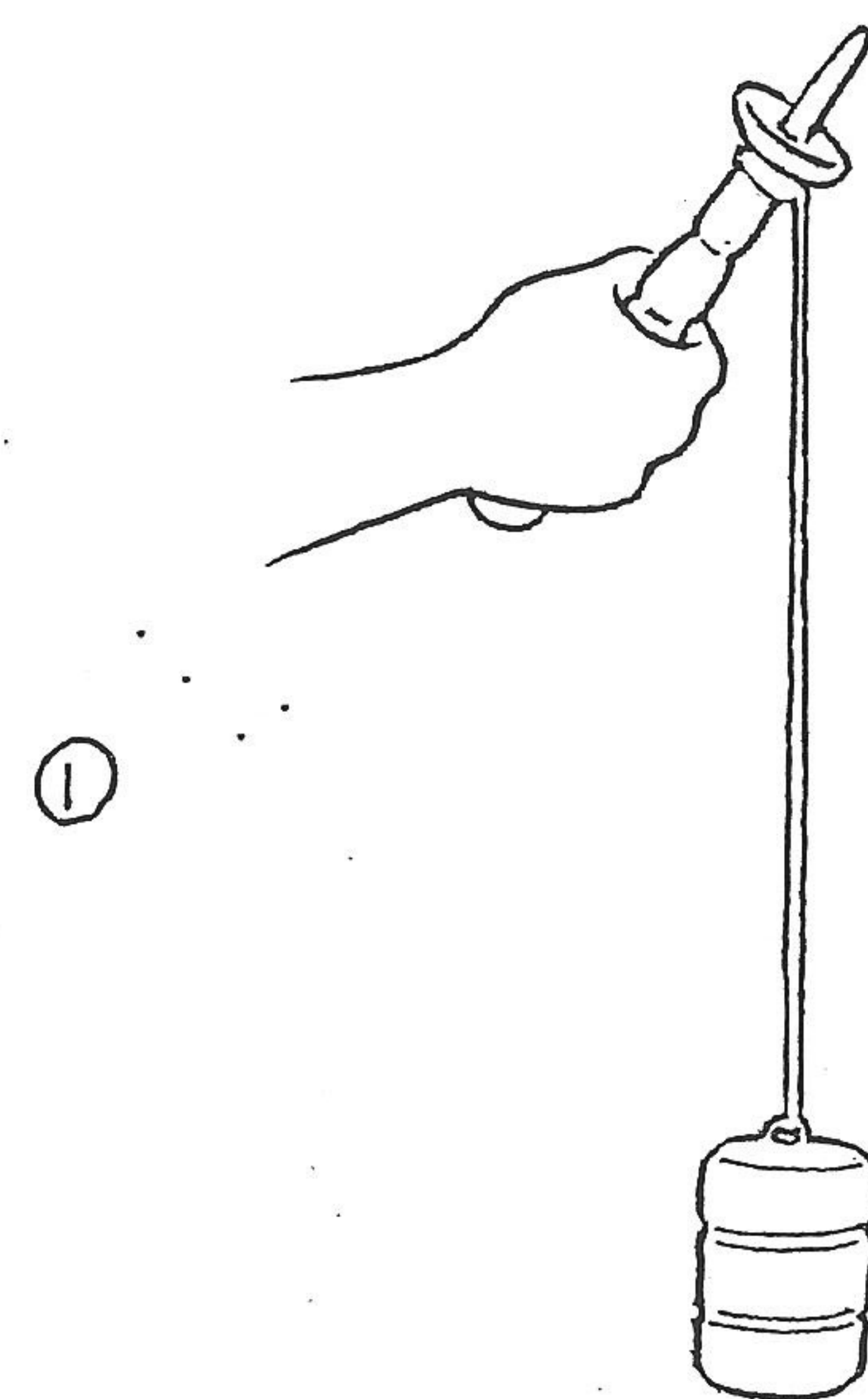


K



BALERO GAME
310 A

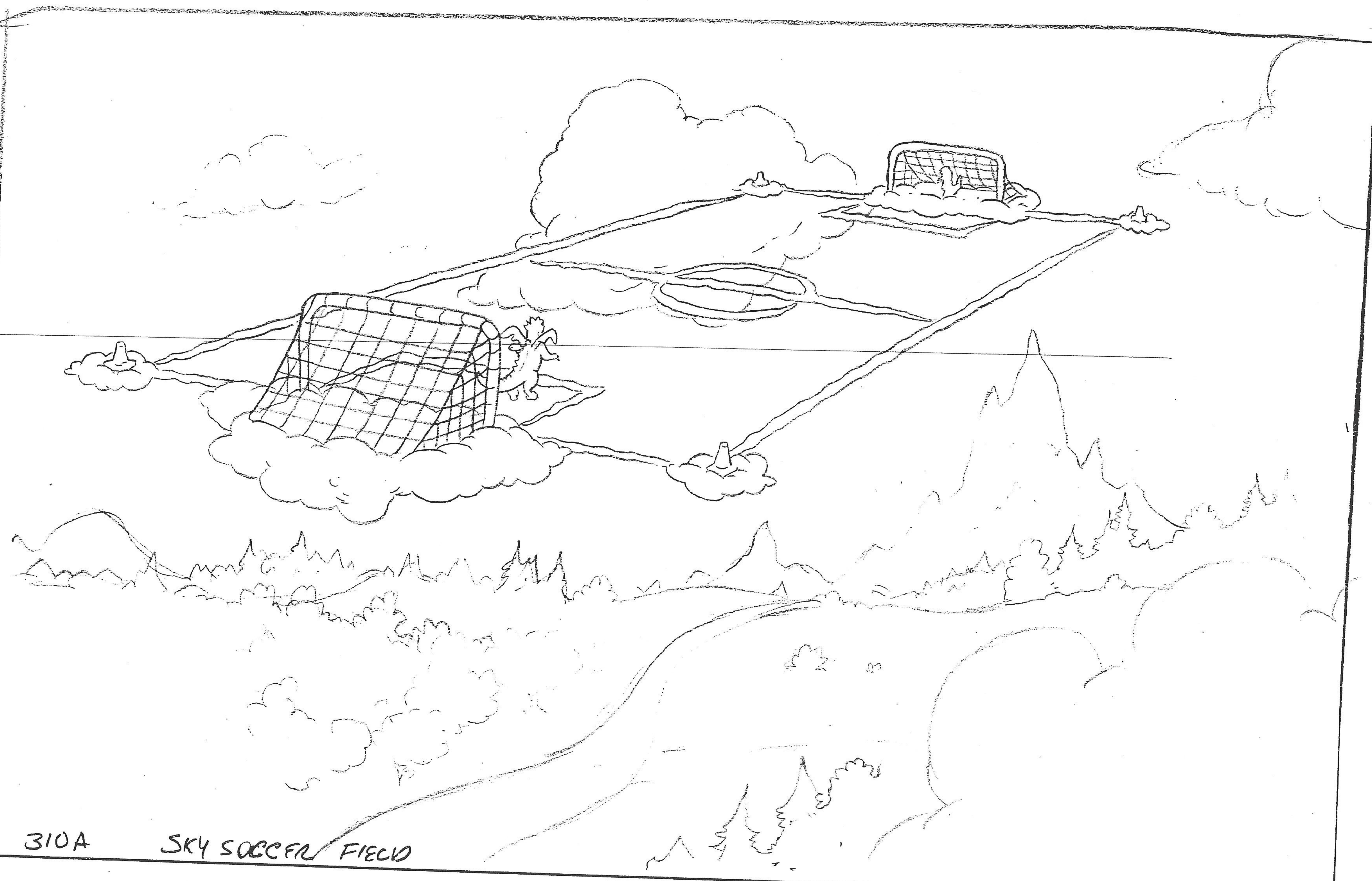
REVISED
FEB 20 2004



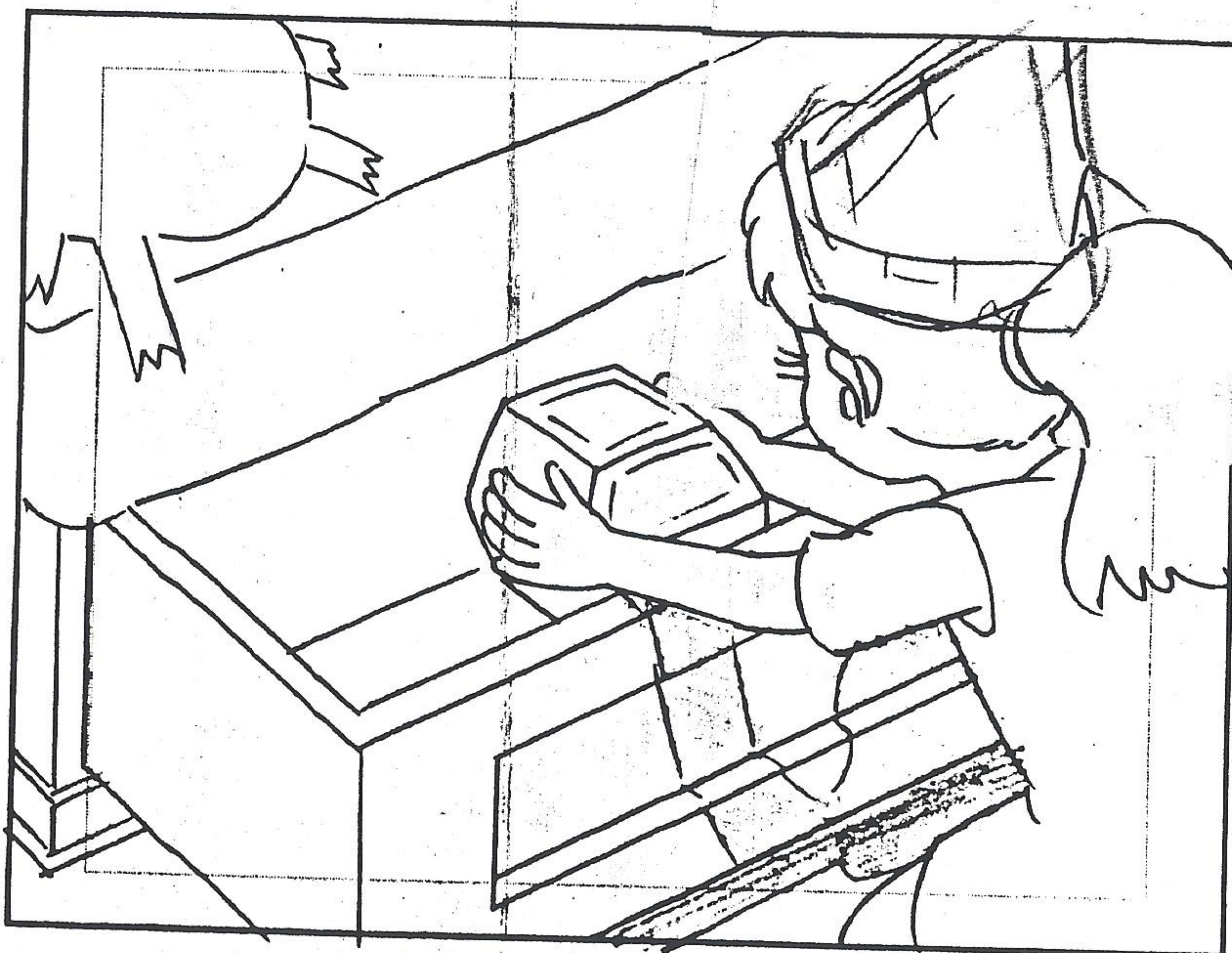
BALERO GAME (DIRECTIONS)
310 A



REVISED
FEB 20 2004



SC 6 PNL 4



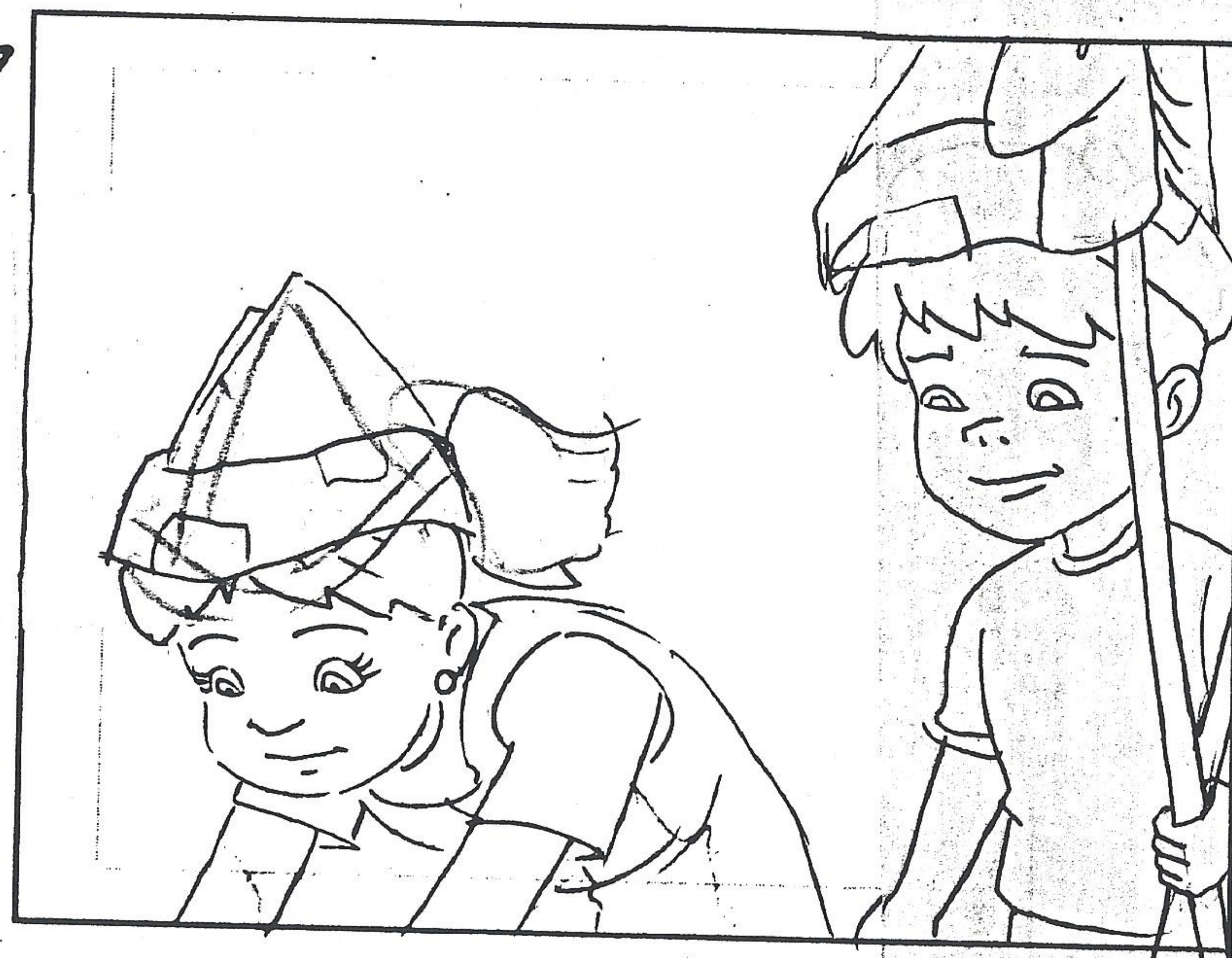
ACTION

Emmy reaches in and grabs the box.

DIAL

DX CAST SHADOWS

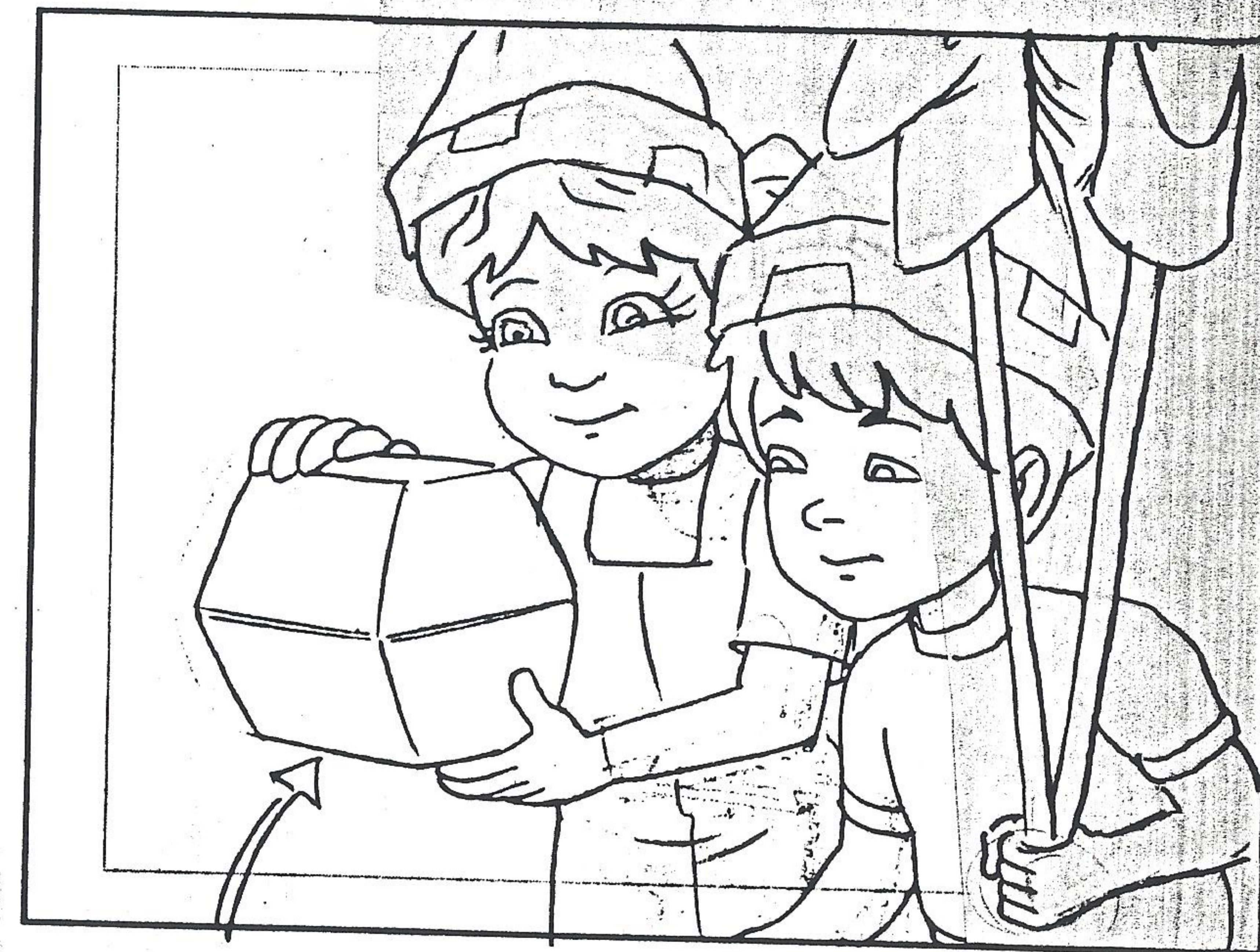
SC 7 PNL 1



HOOK-UP

Emmy leans down, holding the dragon box.
 MAX HOLDS ONTO BROOMSTICKS

SC 7 PNL 2



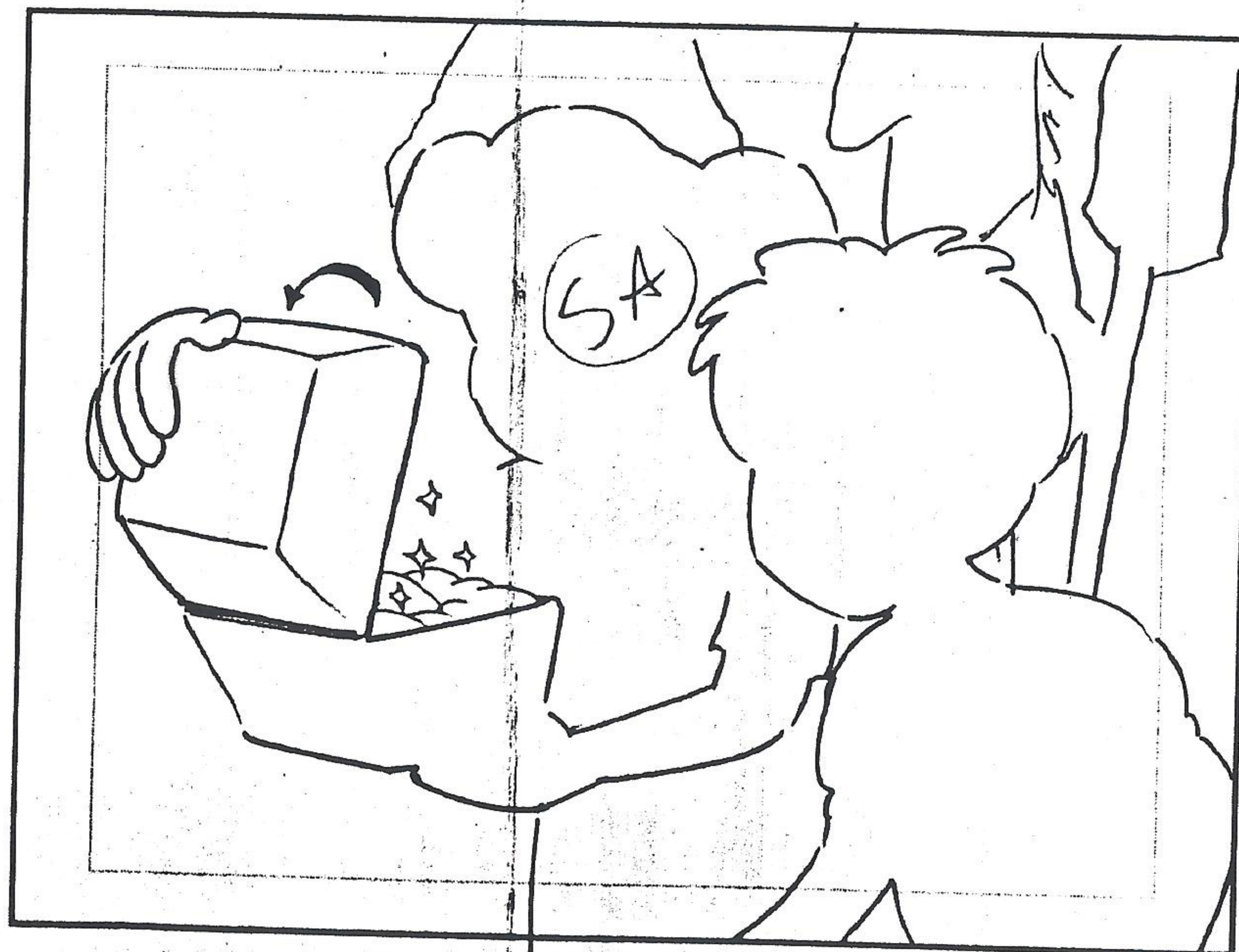
Emmy rises with the box as Max leans forward.

SL 7

TIMING

4² STOCK TIMING

SC 7 PNL 3

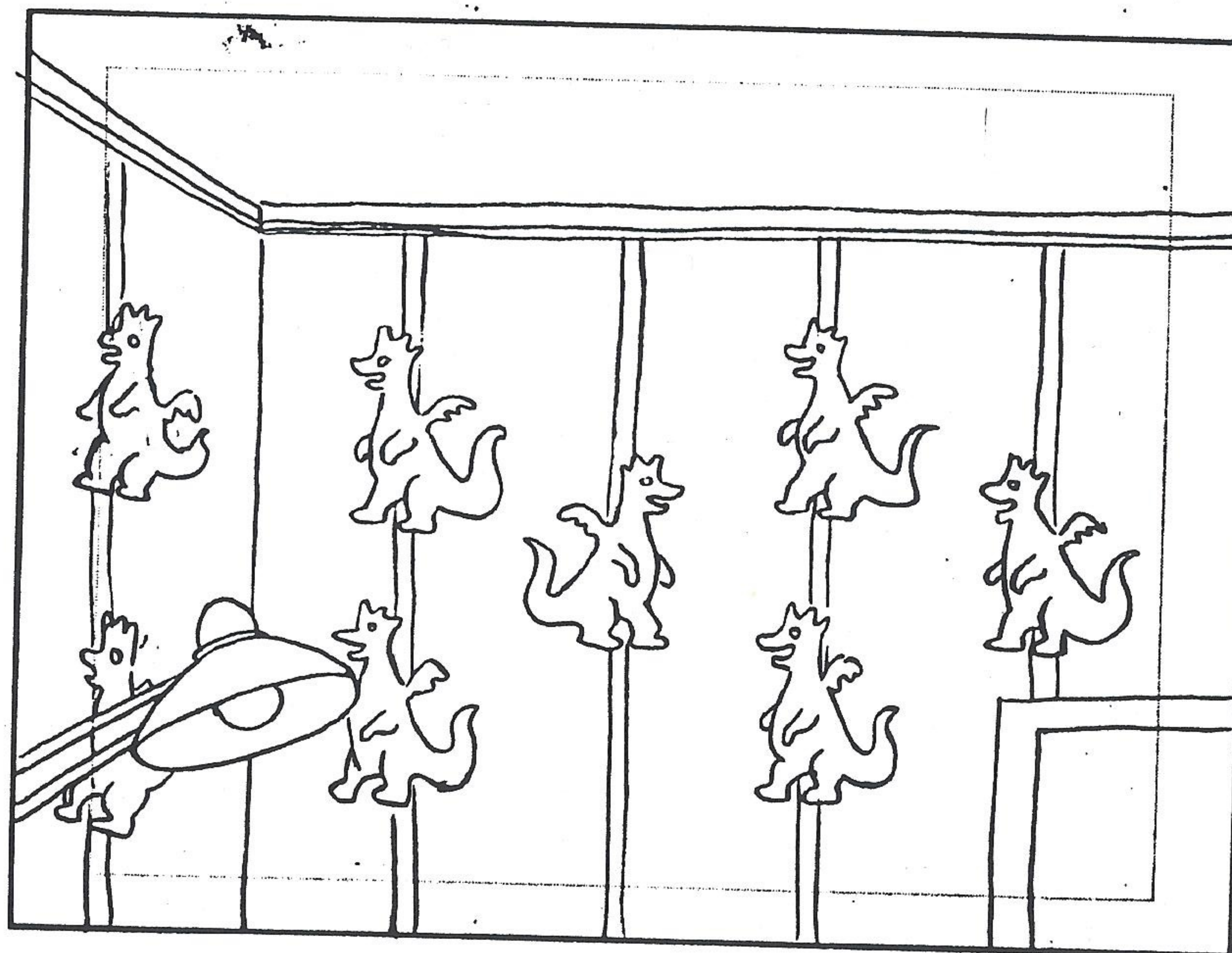


ACTION

Emmy opens the box.
Small sparkles are visible.

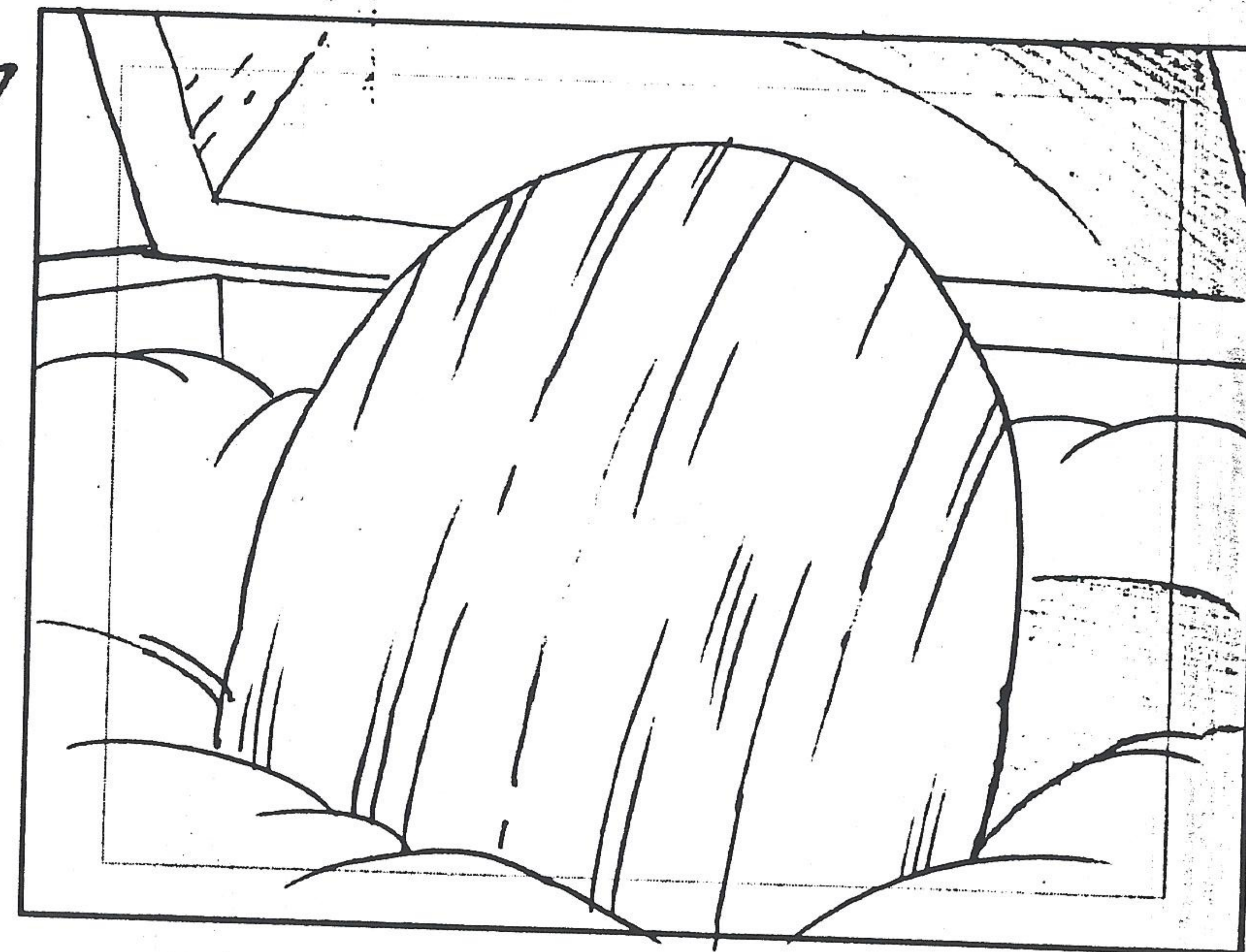
DIAL

SC 7 PNL BG



<BG>
←

SC 8 PNL 1



Close on the shimmering,
glittering dragon scale.

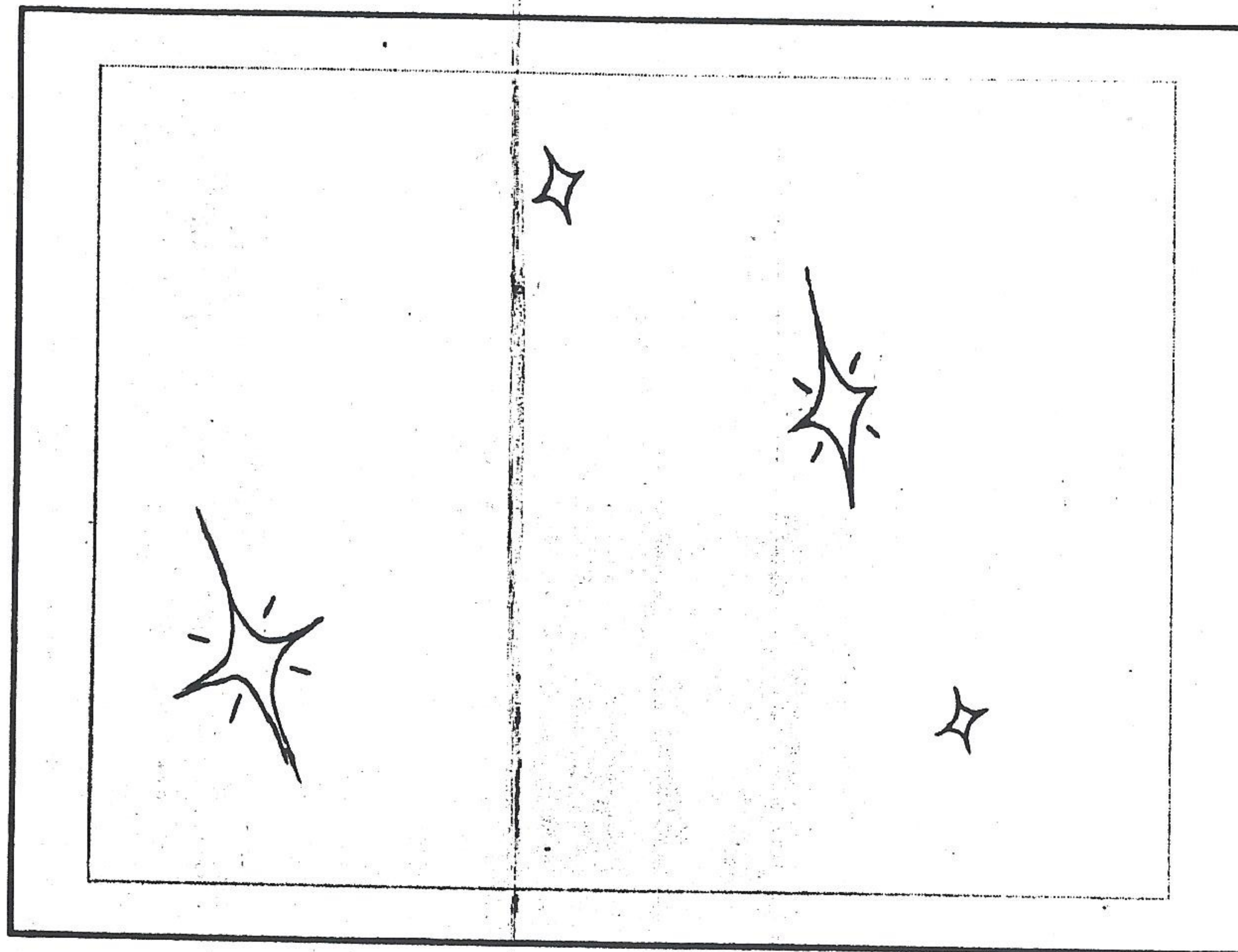
S 7

TIMING

30

STOCK.

SC 8 PNL a



ACTION

<Overlay>
←

DIAL

TIMING

SC 9 PNL 1



DX CAST SHADOWS

Emmy picks up the scale
out of the box.

SC 9 PNL 2



Emmy holds up the scale for
Max. He grabs it and they chant.

Emmy & Max:

I wish, I wish, with
all my heart—

S. 9

13¹²

STOCK TIMING

SC 9 PNL 3



ACTION DX CAST SHADOWS

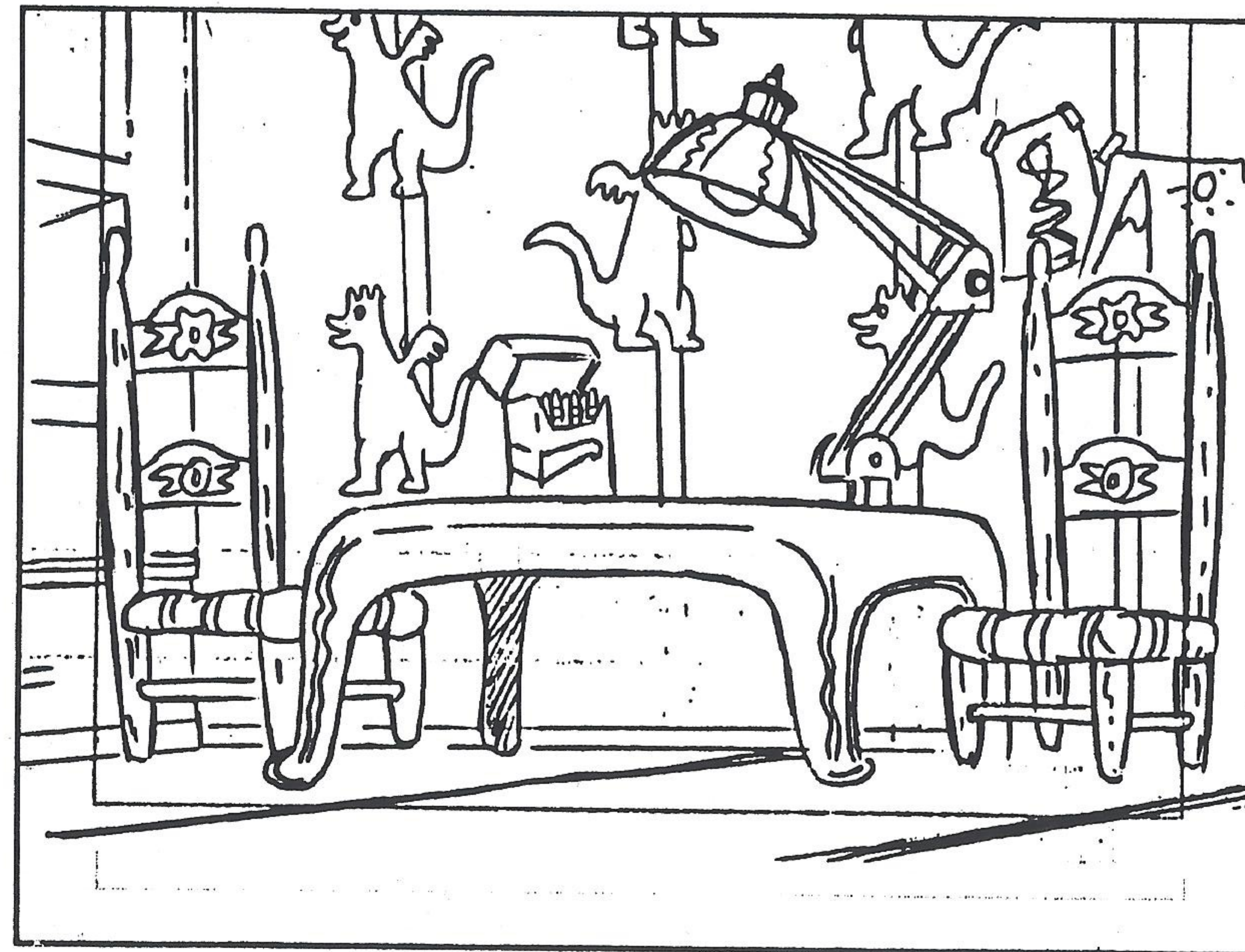
Emmy and Max lift the scale as they chant. It glows.

DIAL

Emmy & Max:
— to fly with dragons
in a land apart!

TIMING

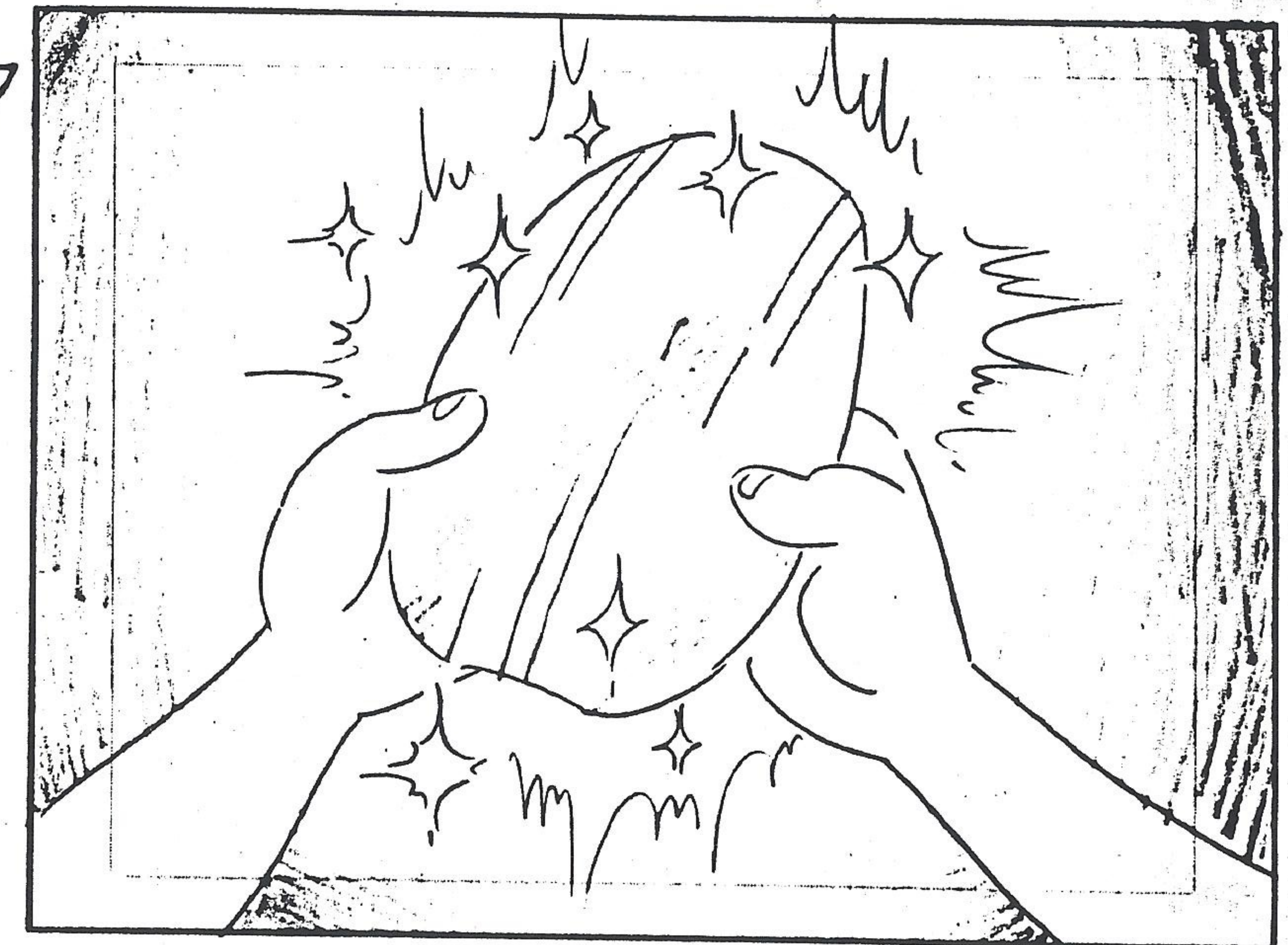
SC 9 PNL BG



HOOK-UP

<BG>
←

SC 10 PNL 1

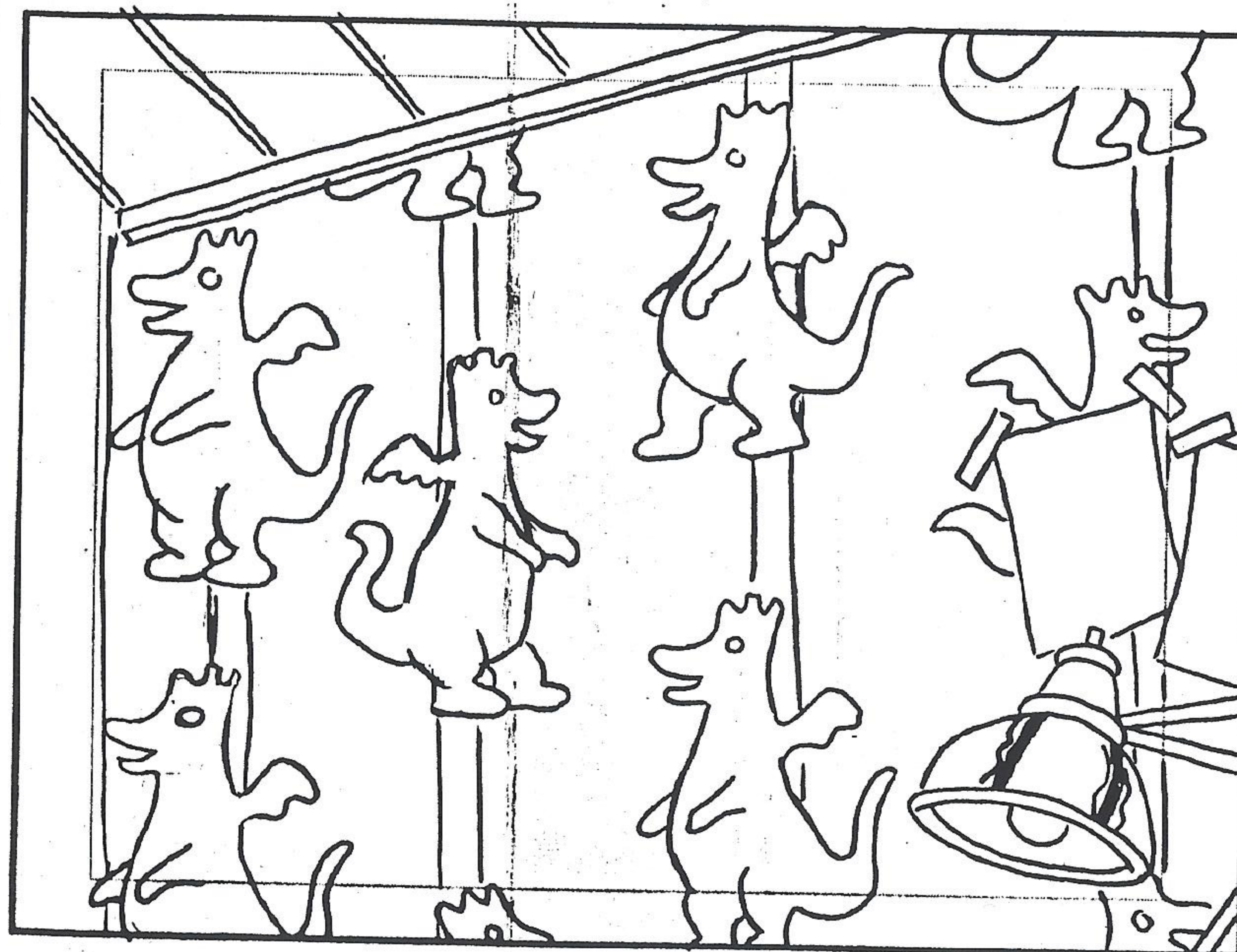


Close on the dragon scale in the kids' hands. It glows and sparkles.

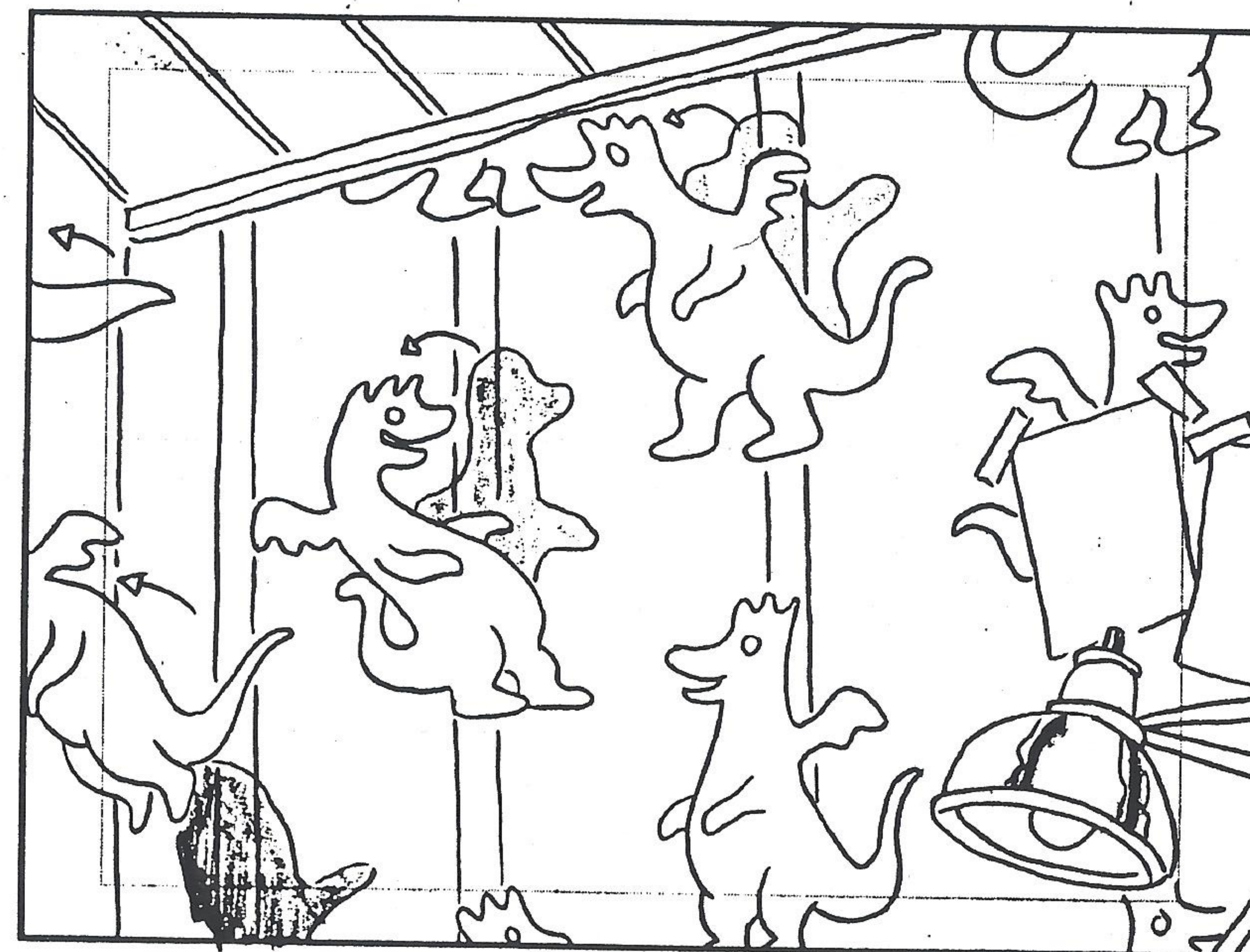
Sc 10

3⁸ STOCK

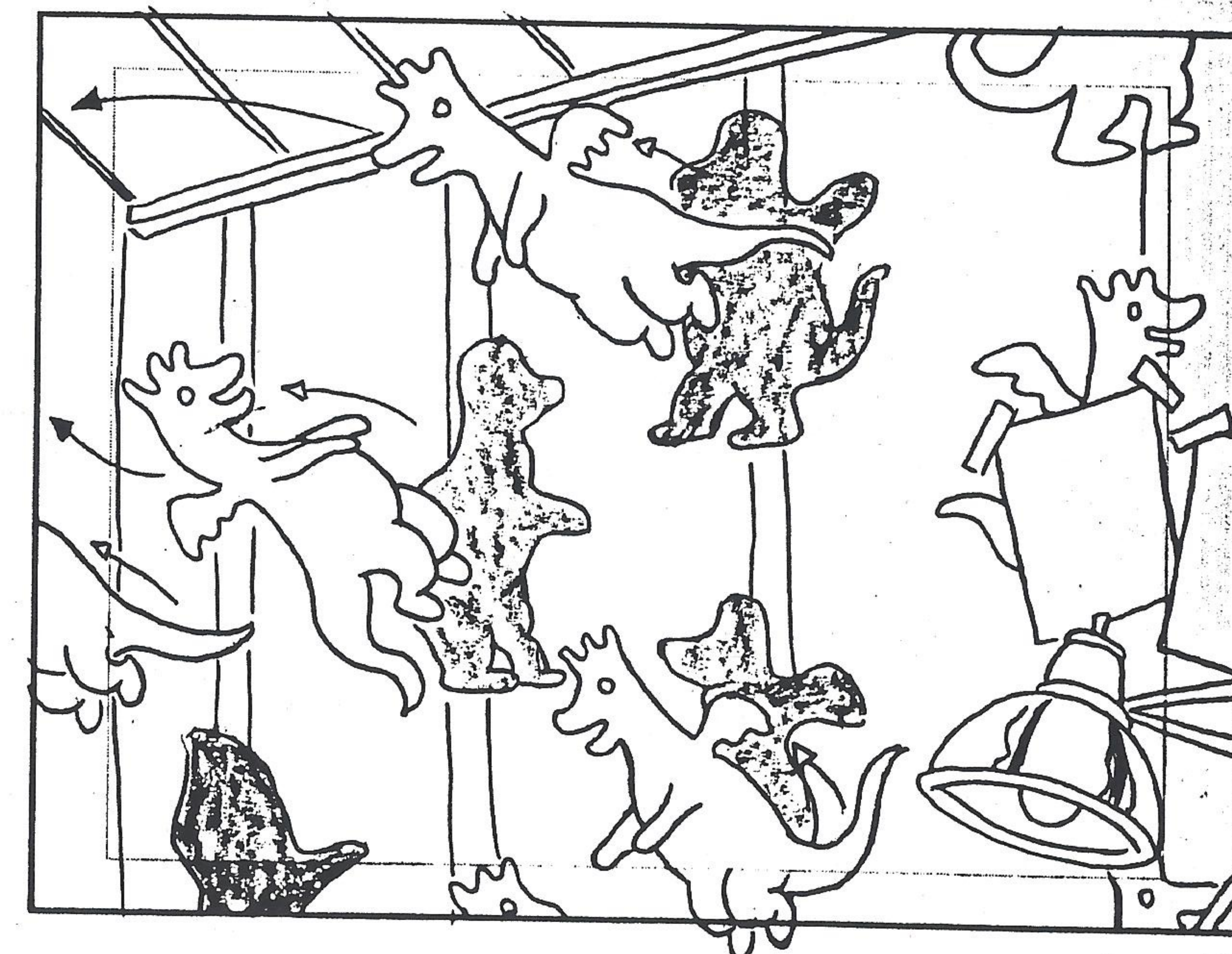
SC 11 PNL 1



SC 11 PNL 2



SC 11 PNL 3



ACTION

View of the playroom wall.

Wallpaper dragons peel themselves off the wall...

... and float OS.

DIAL

DX CAST SHADOWS

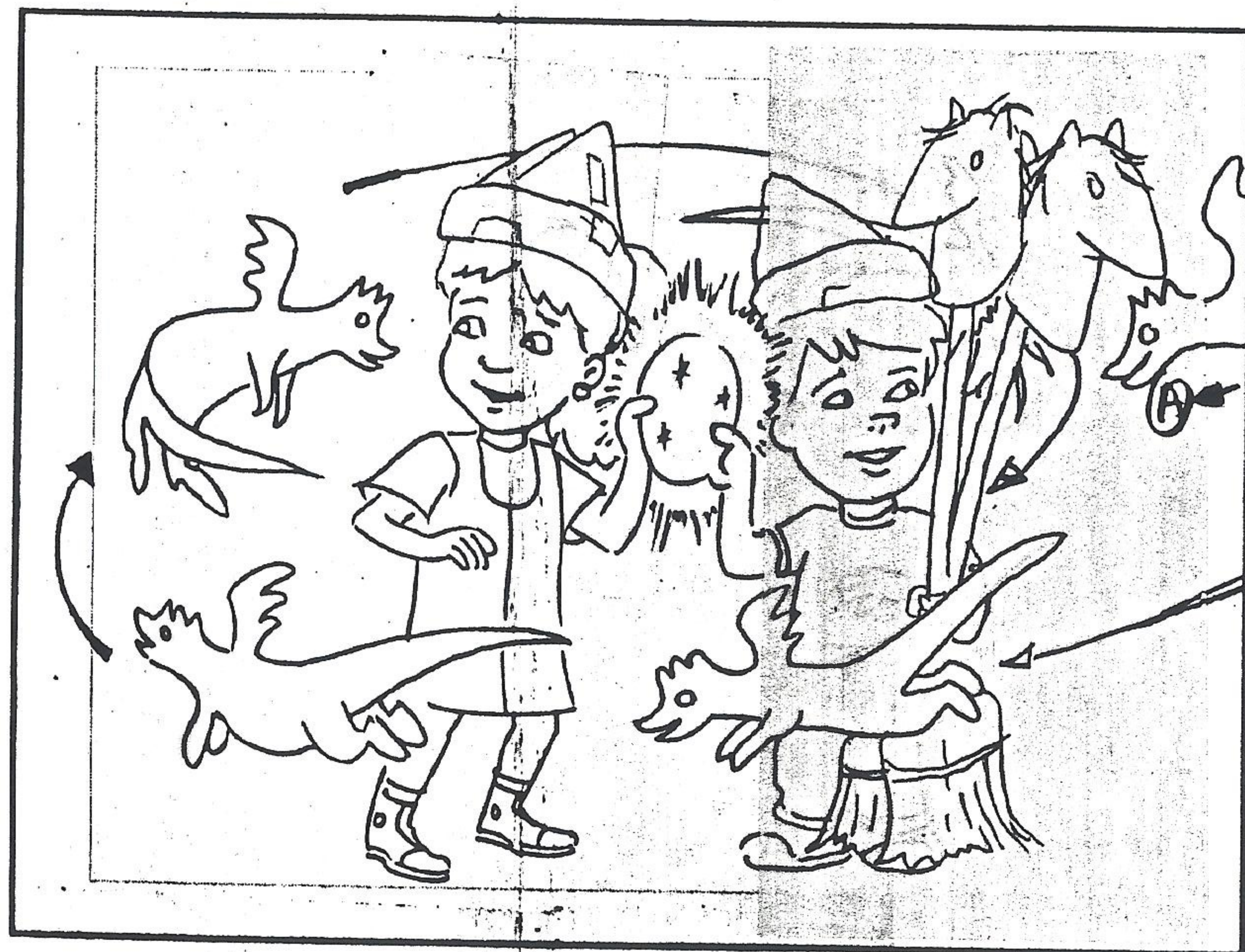
S 11:

TIMING

5⁰

STOCK.

SC 12 PNL 1



ACTION

Wallpaper dragons fly in circles around the kids.

DX CAST SHADOWS

The wallpaper dragons fly faster...

DIAL

SC 12

TIMING

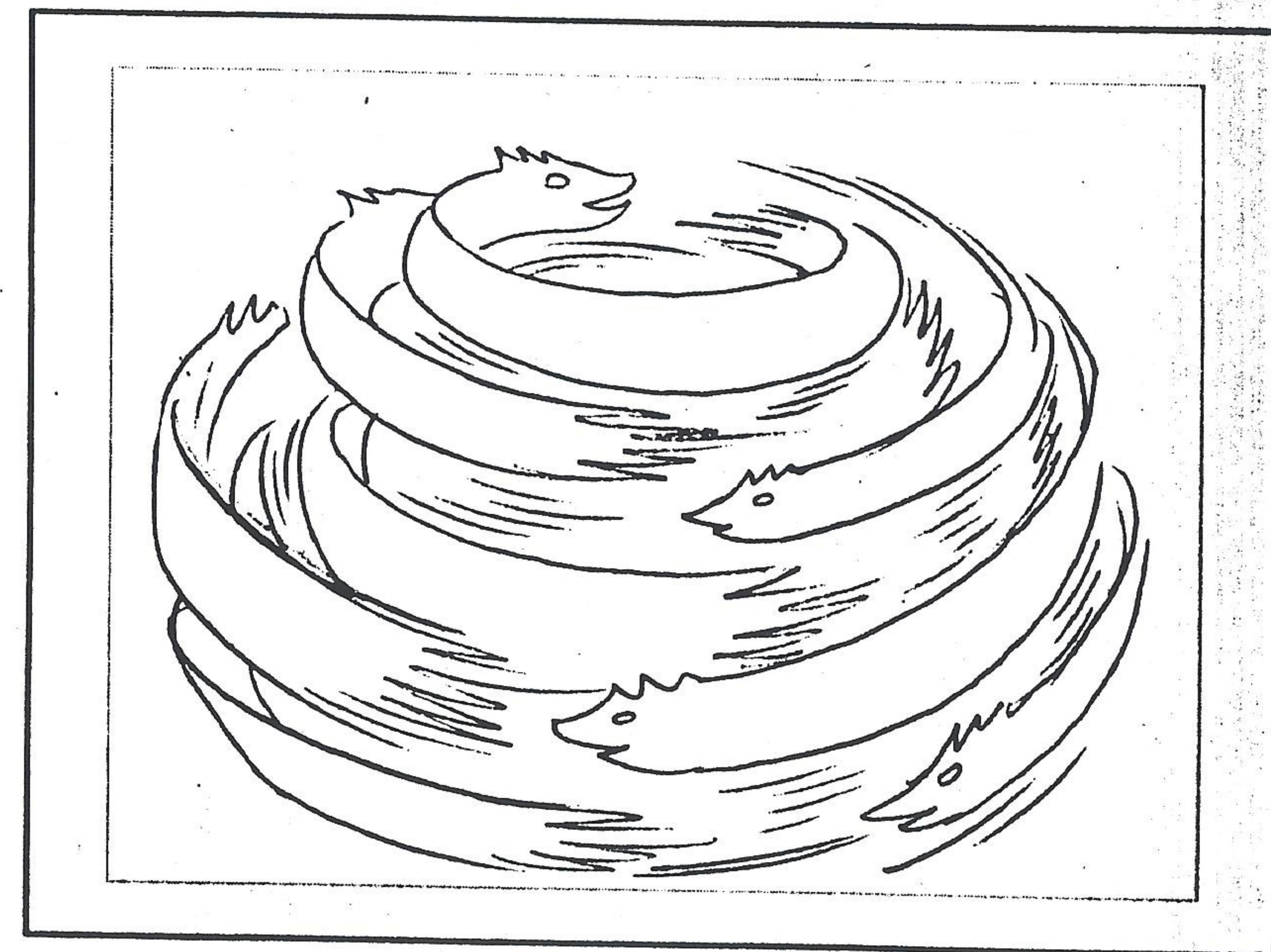
7⁸

STOCK TIMING

SC 12 PNL 2

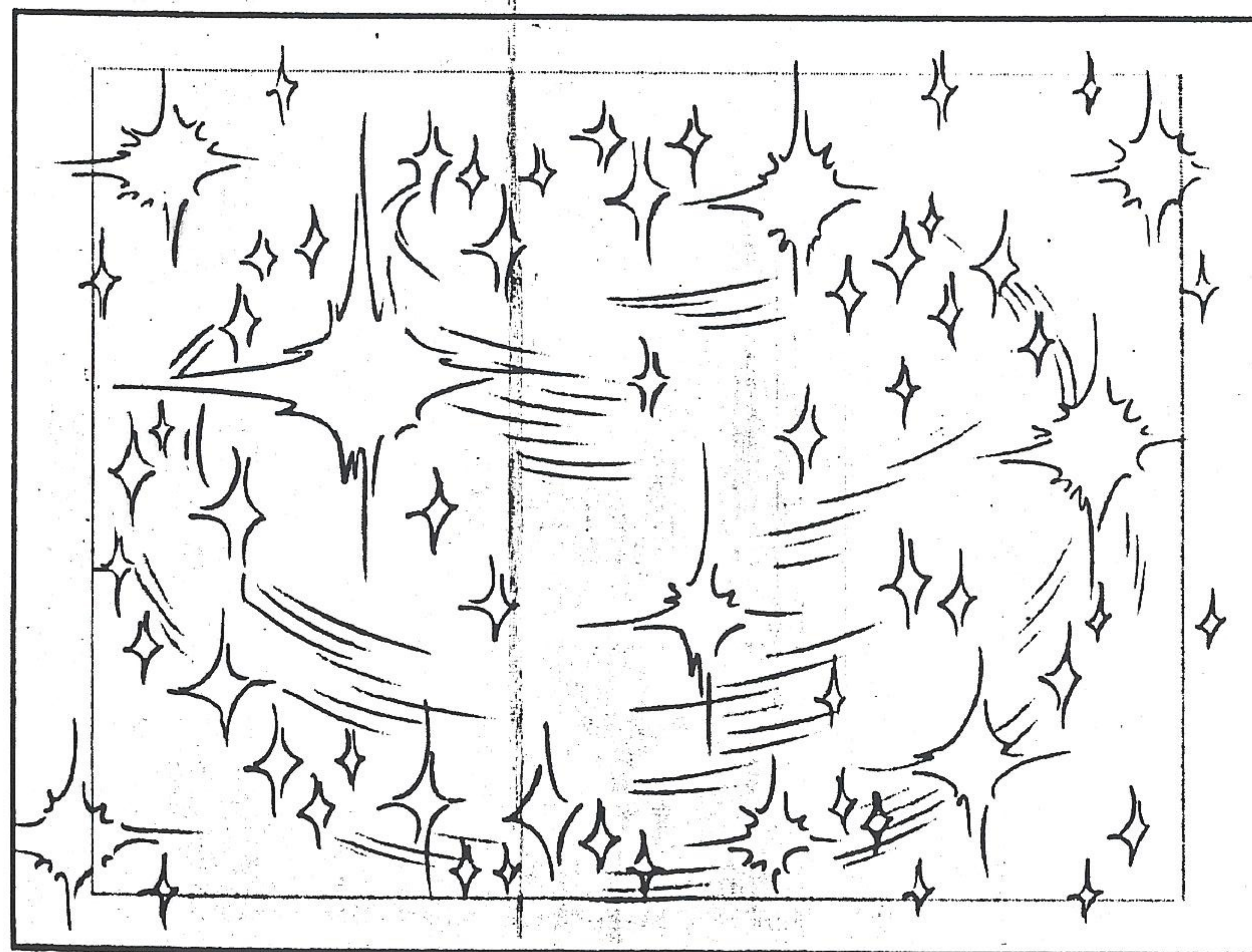


SC 12 PNL 3



...and faster...

SC 12 PNL 4



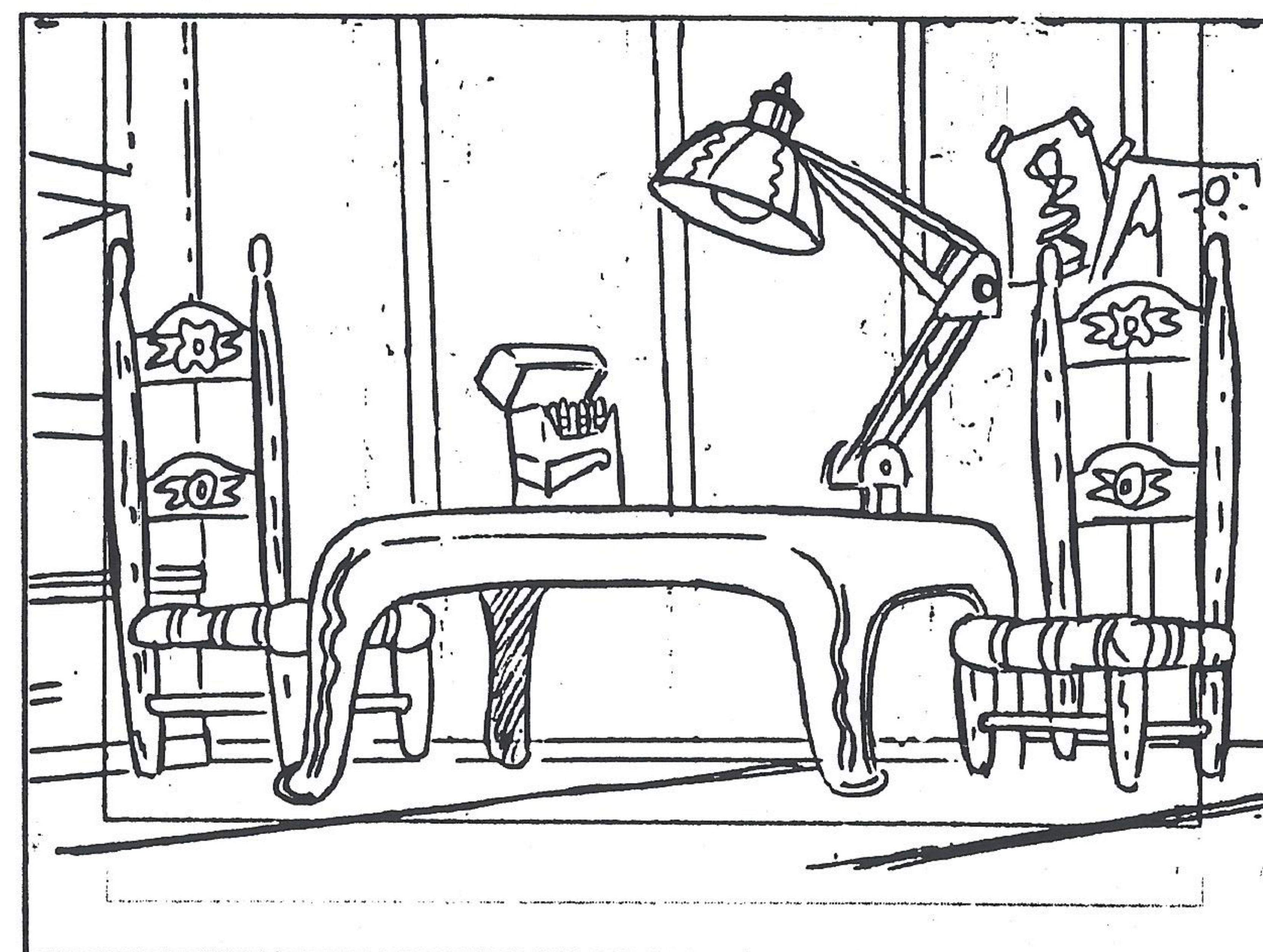
ACTION

The scene is overwhelmed by glowing, sparkling FX.

DIAL

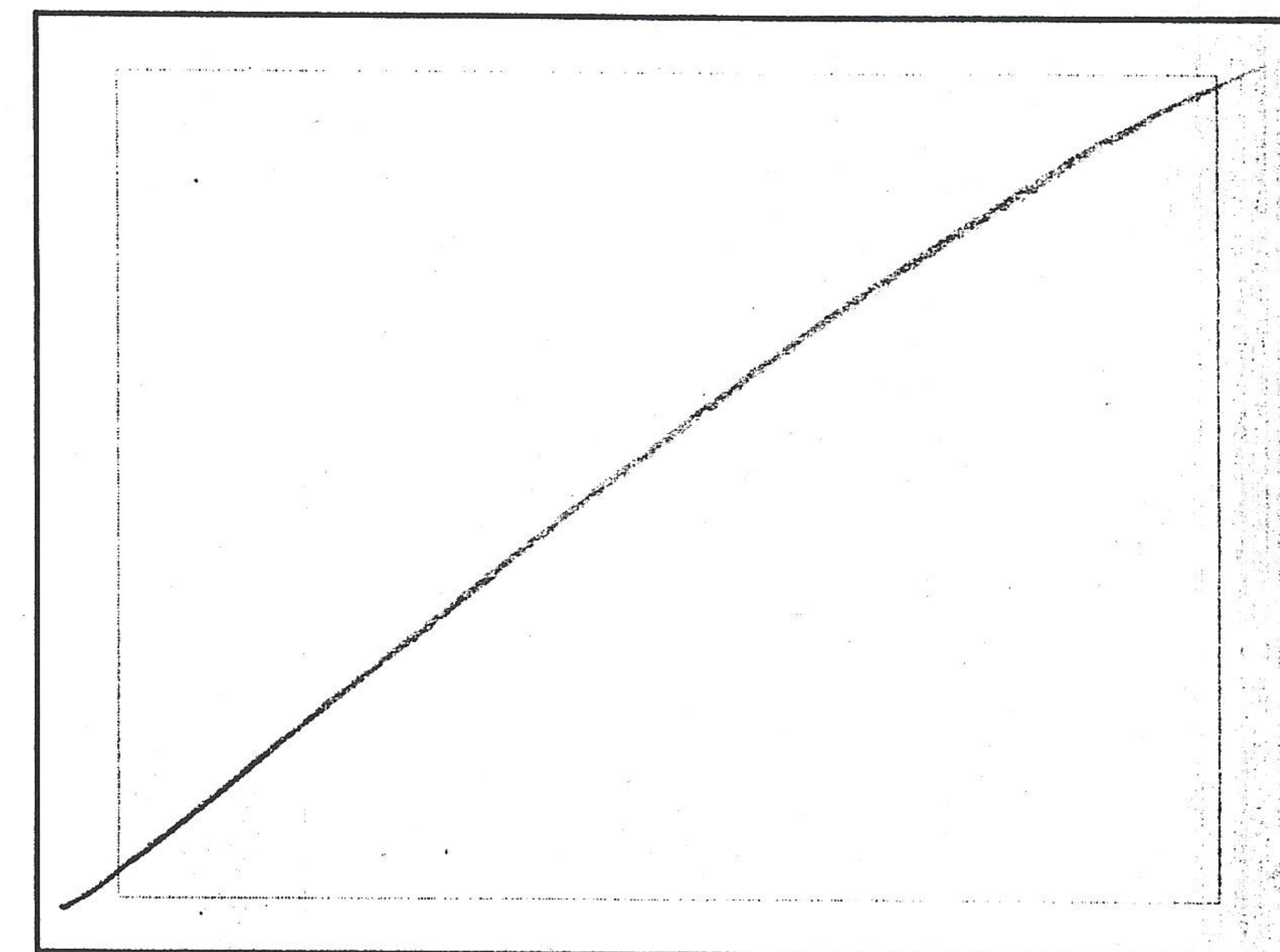
TIMING

SC 12 PNL 5



FX and kids vanish, leaving behind an empty playroom.

SC PNL

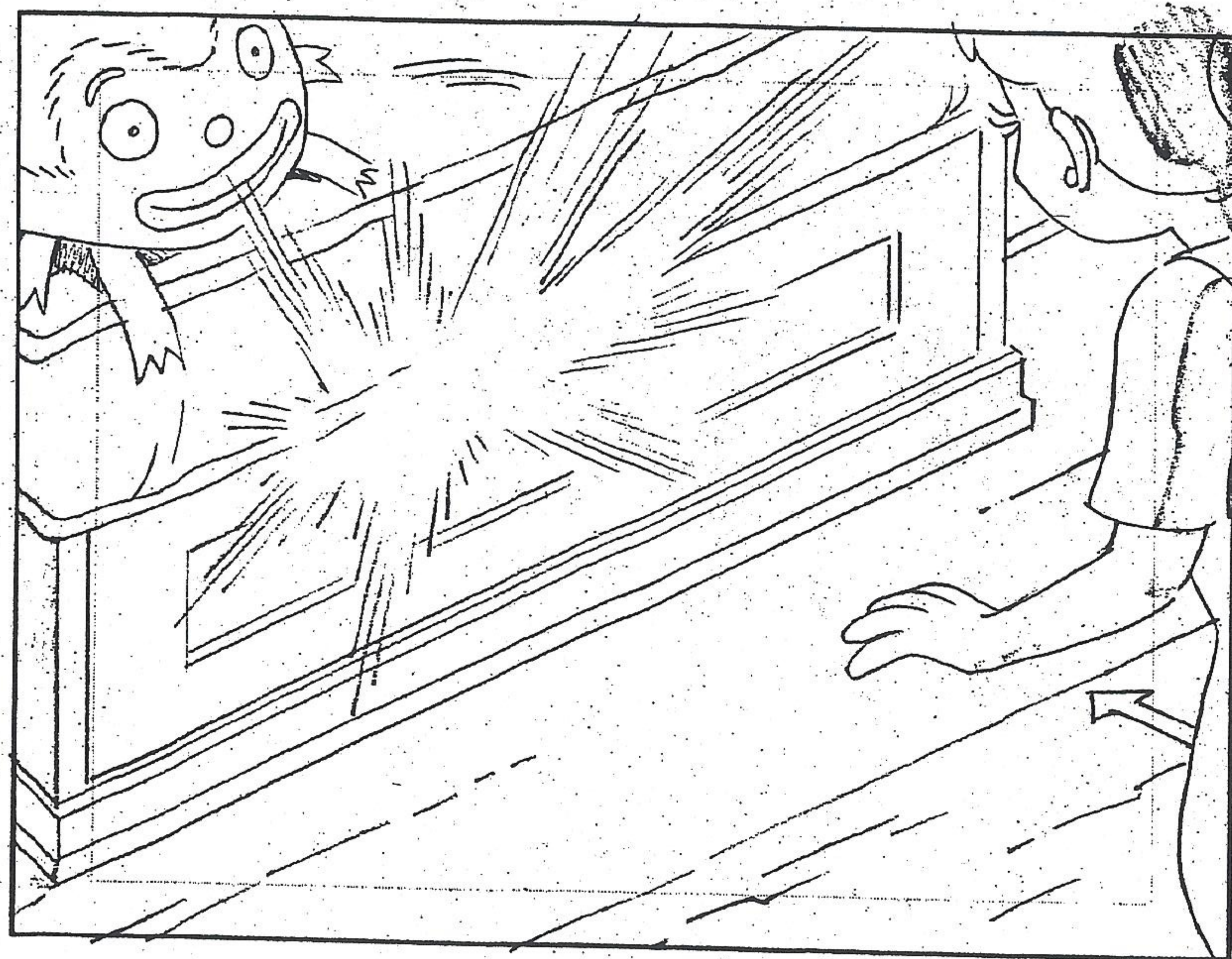


STOCK SEQUENCE . 1 (ALTERNATE)

PROD # 302 ACT A

PG 17

SC 13 PNL 1

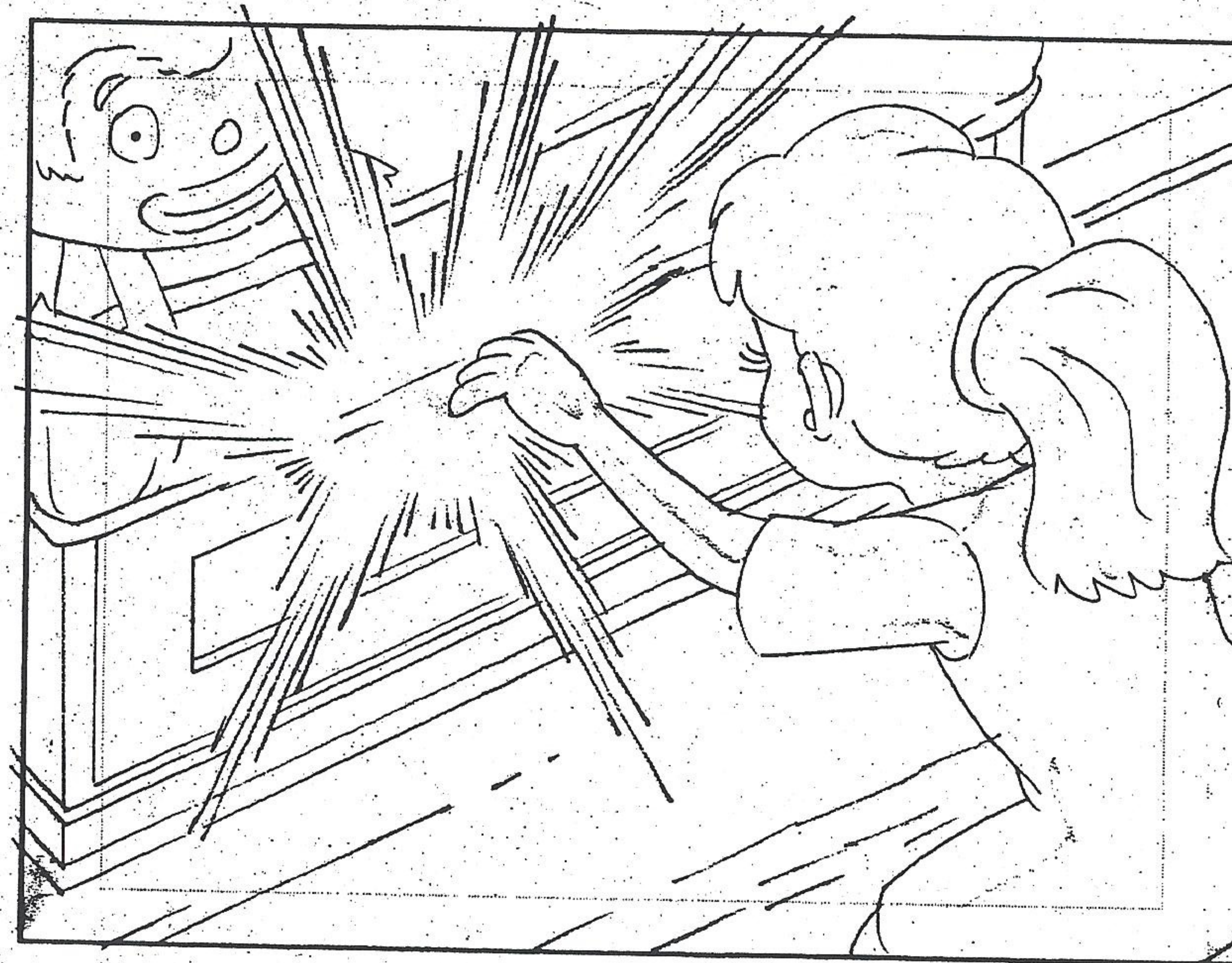


ACTION

Emmy steps toward the window seat. The glow continues.

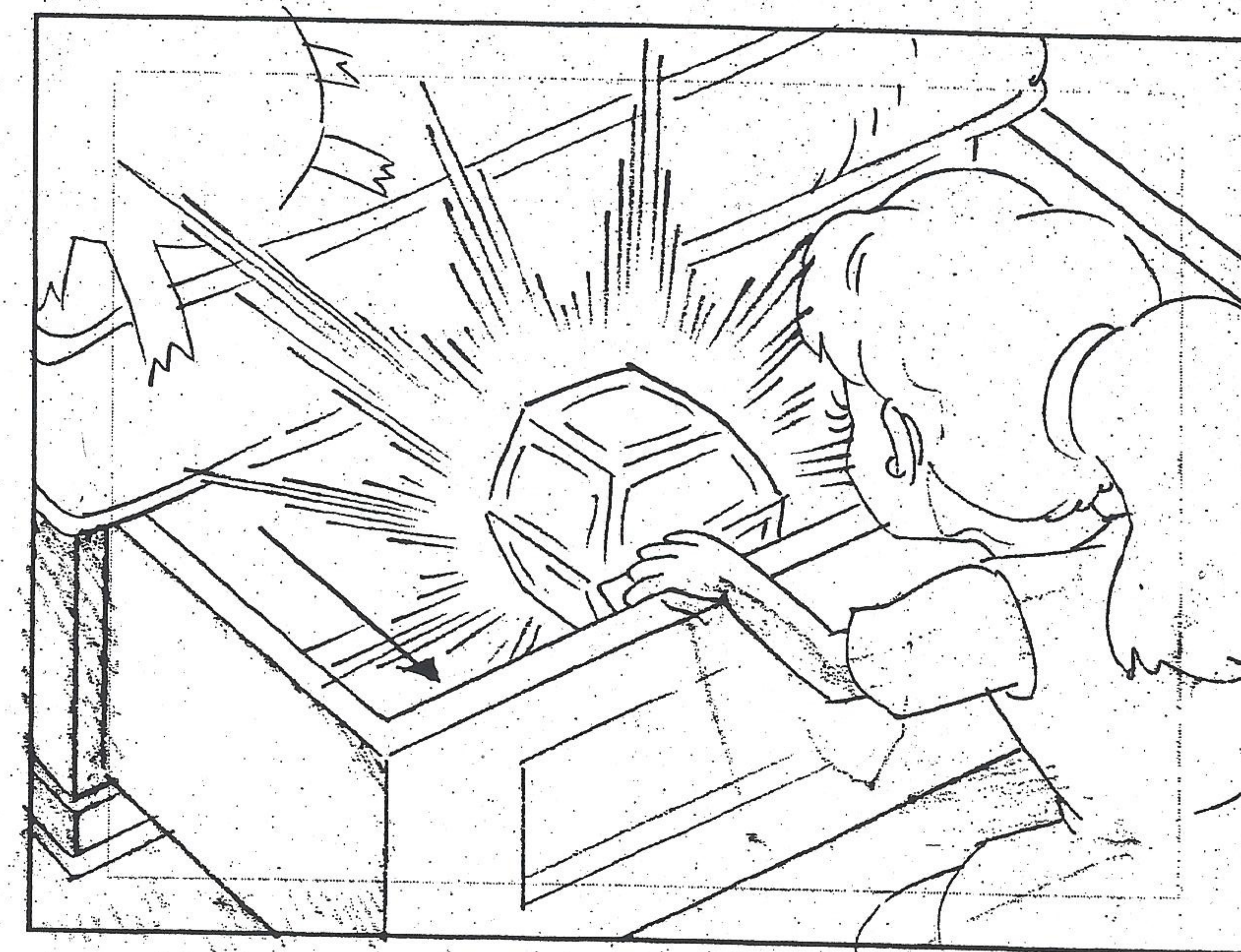
DIAL

SC 13 PNL 2



Emmy grips the edge of the window seat. The glow continues.

SC 13 PNL 3



Emmy opens the drawer, revealing the dragon box, which stops glowing.

414

6613

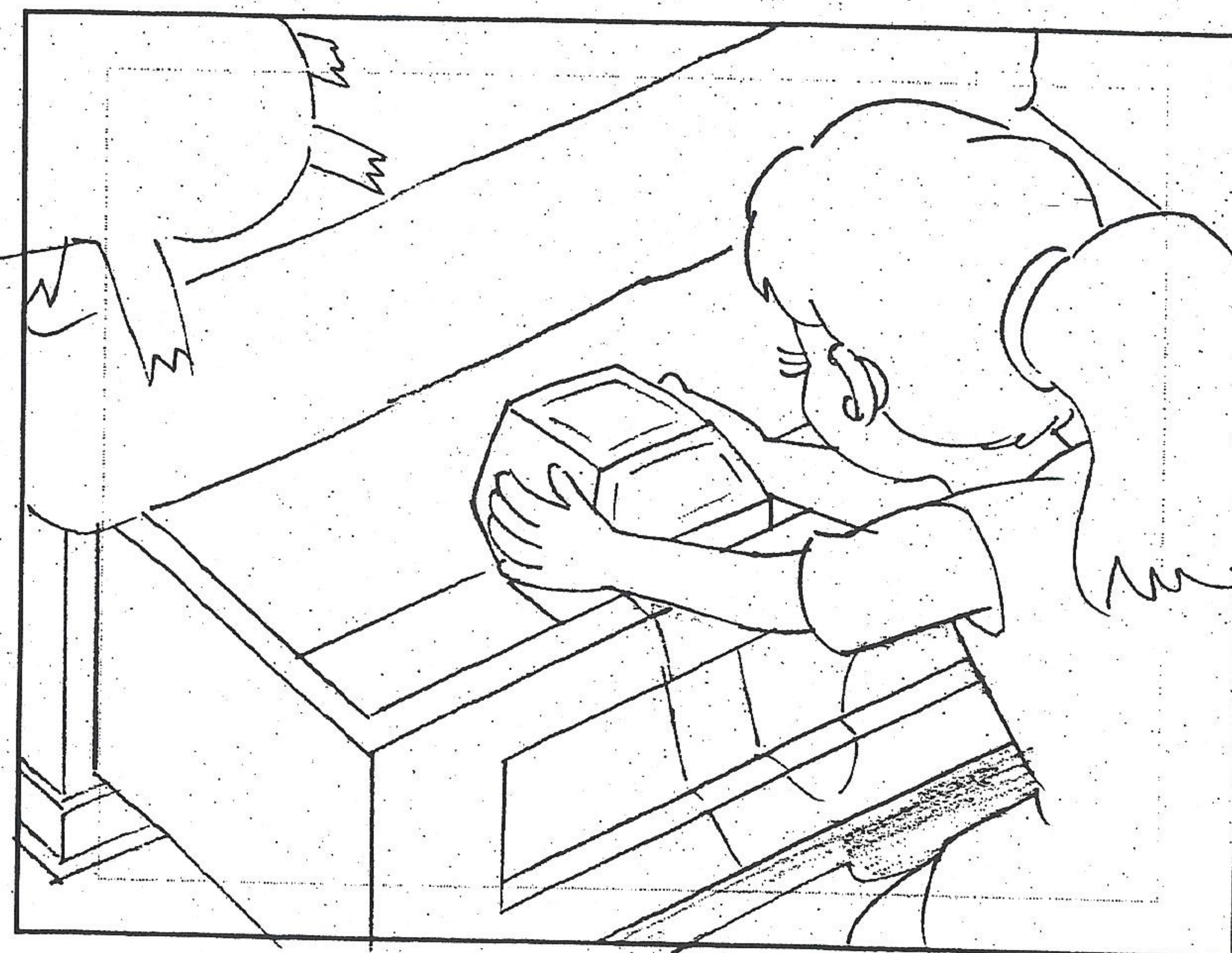
TIMING

102

24x

6x

SC 13 PNL 4

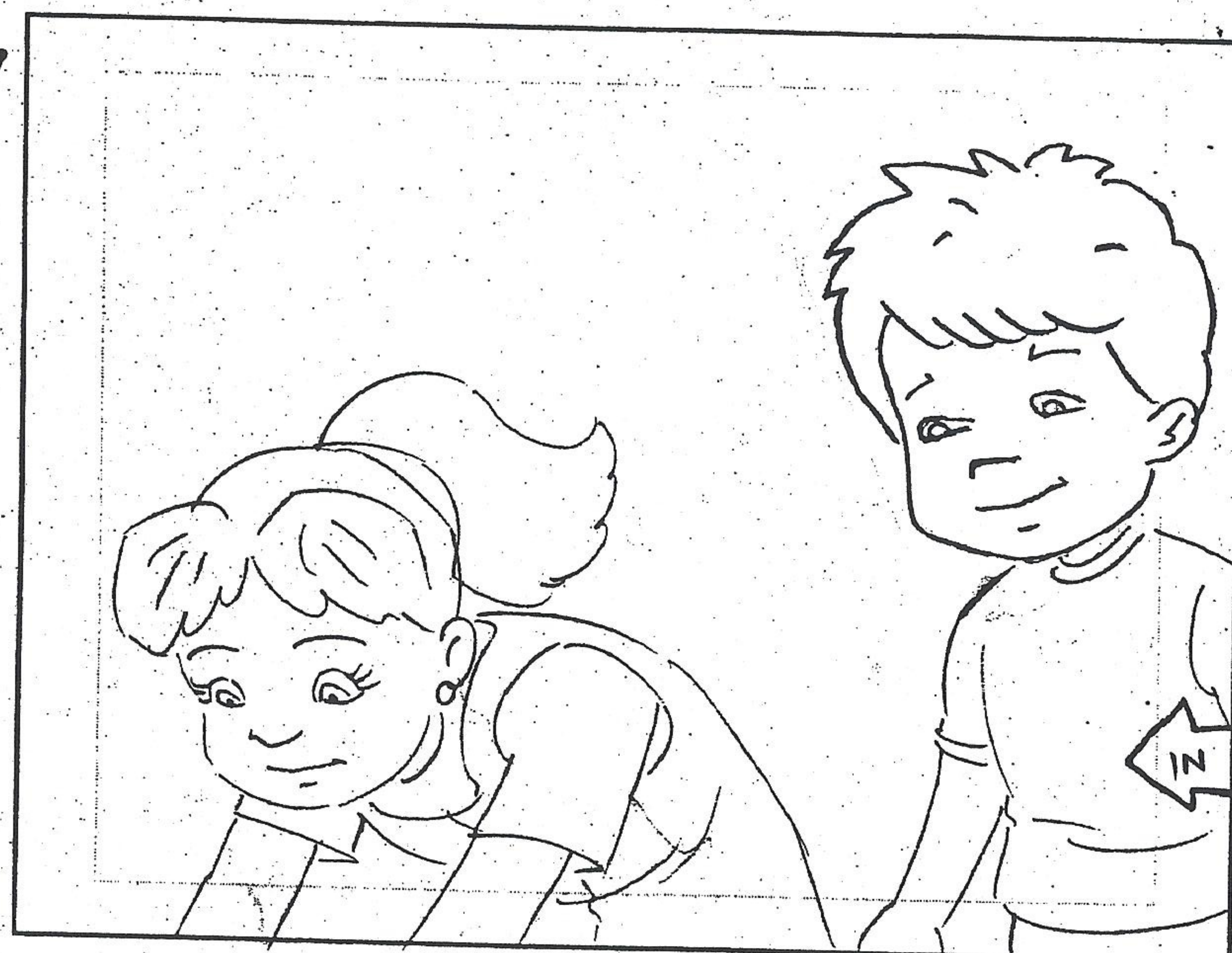


ACTION

Emmy reaches in and grabs the box.

DIAL

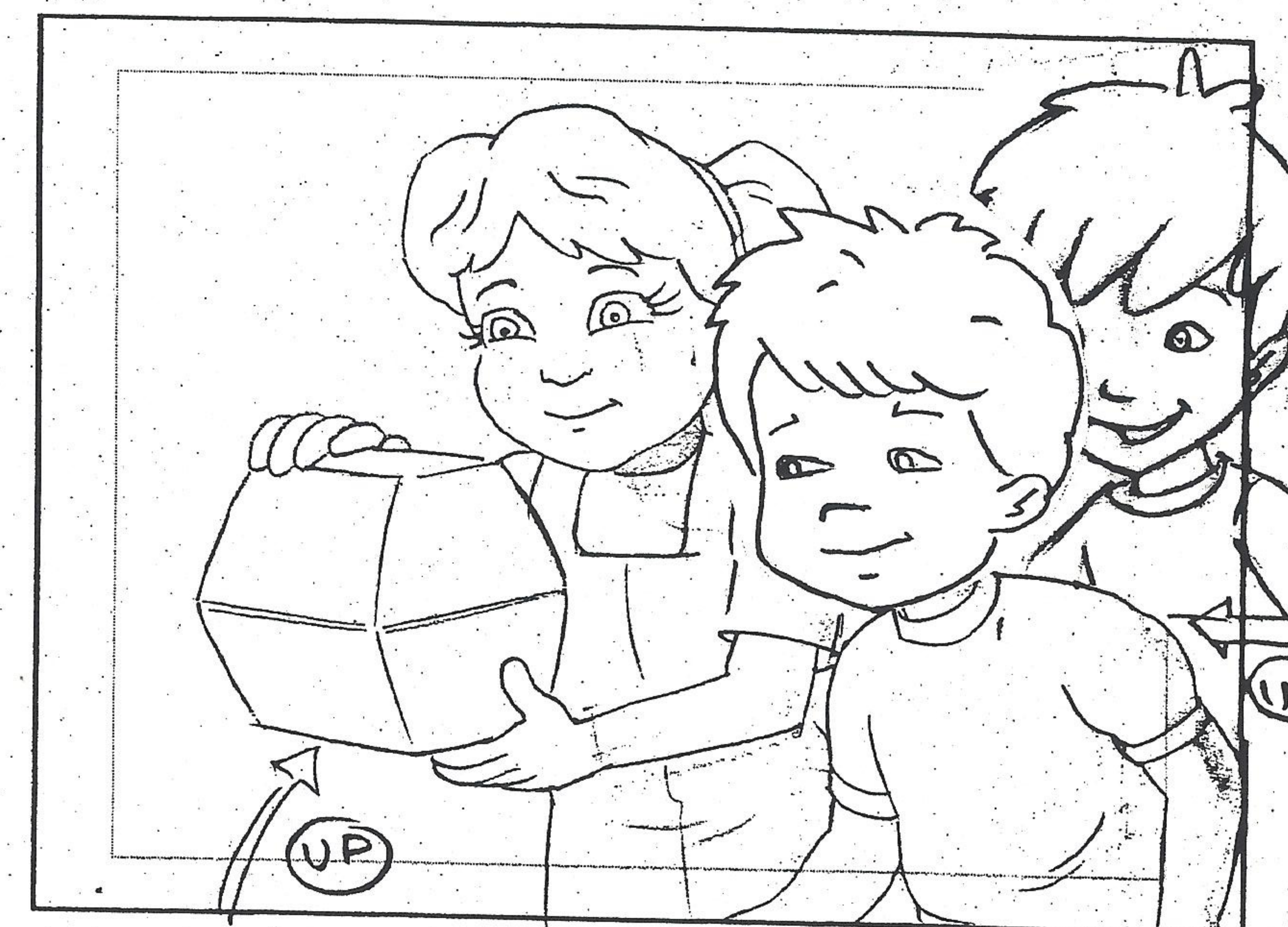
SC 14 PNL 1



HOOK-UP

Emmy leans down, holding the dragon box.

SC 14 PNL 2



ENRIQUE MOVES IN BEHIND —

Emmy rises with the box as Max leans forward.

CONT

SC 13

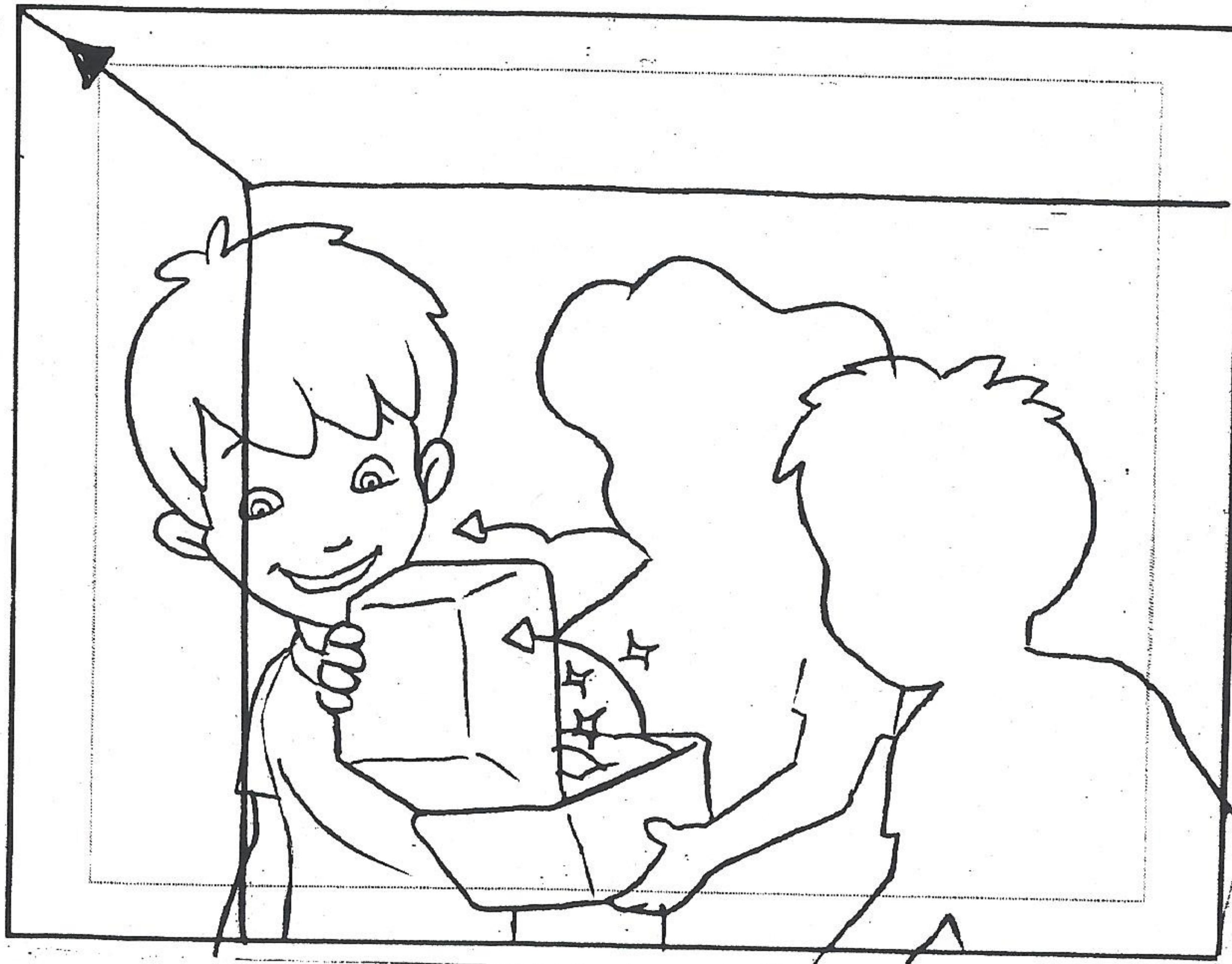
TIMING

402
SC 14

6x

16x

SC 14 PNL 3

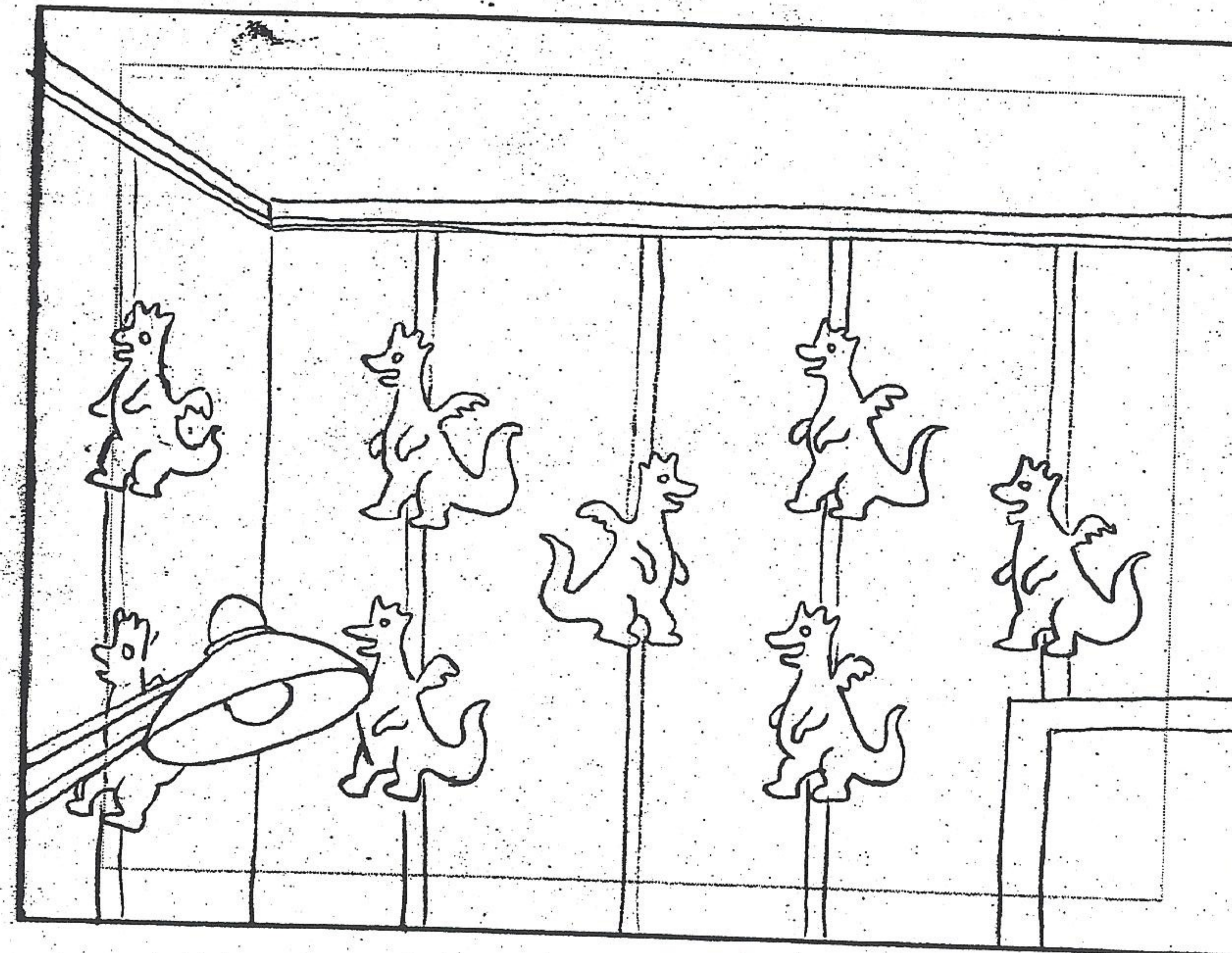


ACTION TRUCK OUT - ENRIQUE LOOKS DOWN AT BOX

Emmy opens the box.
Small sparkles are visible.

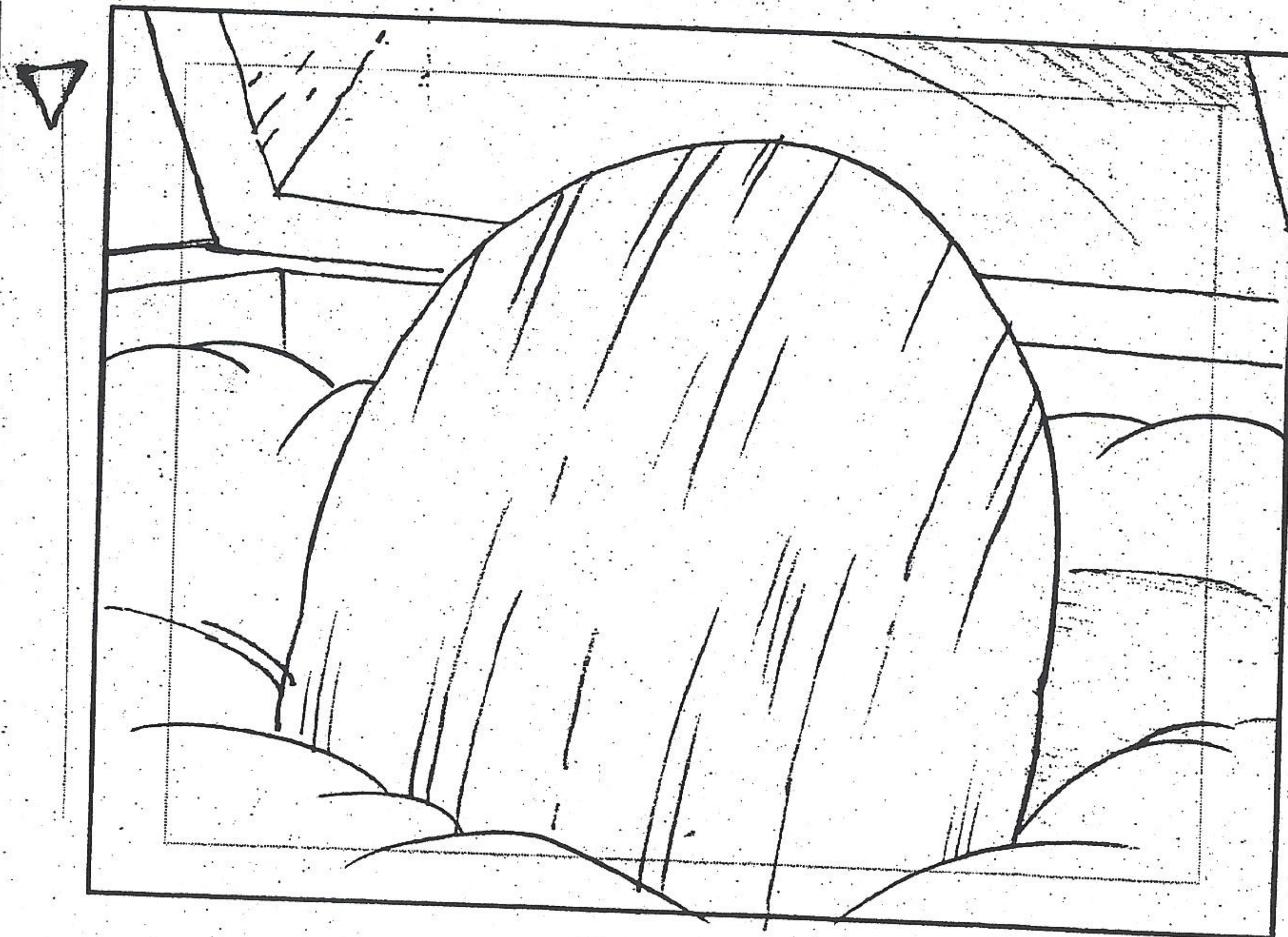
DIAL

SC 14 PNL BG



<BG>
←

SC 15 PNL 1



Close on the shimmering,
glittering dragon scale.

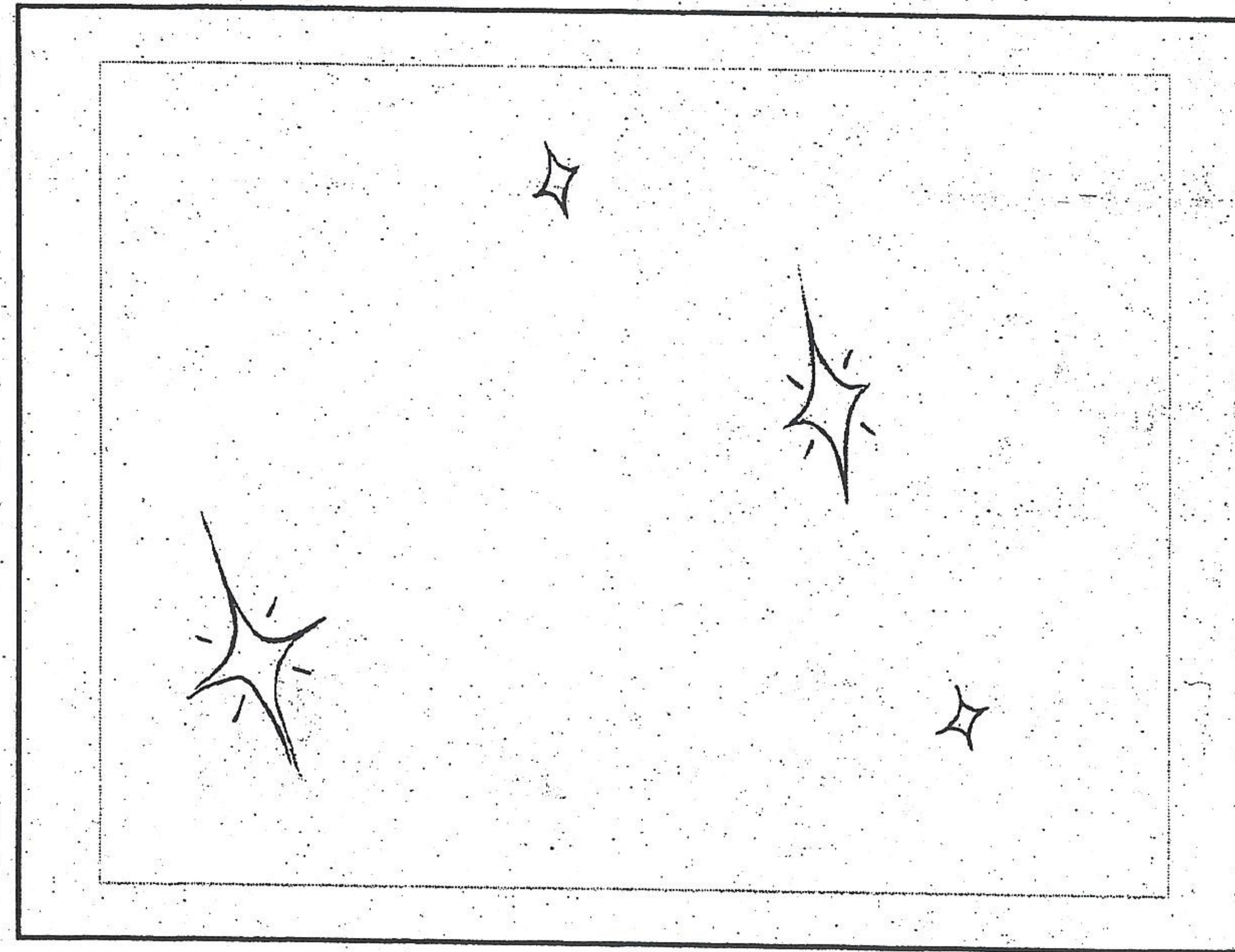
COUNT
SC. 14

| TIMING | 14c | 12x | 102 |
|--------|------|-----------|------|
| | HOLD | TRUCK OUT | HOLD |
| | | 212 TOTAL | |

30

HOLD PNL-1 + OL

SC 15 PNL a



ACTION

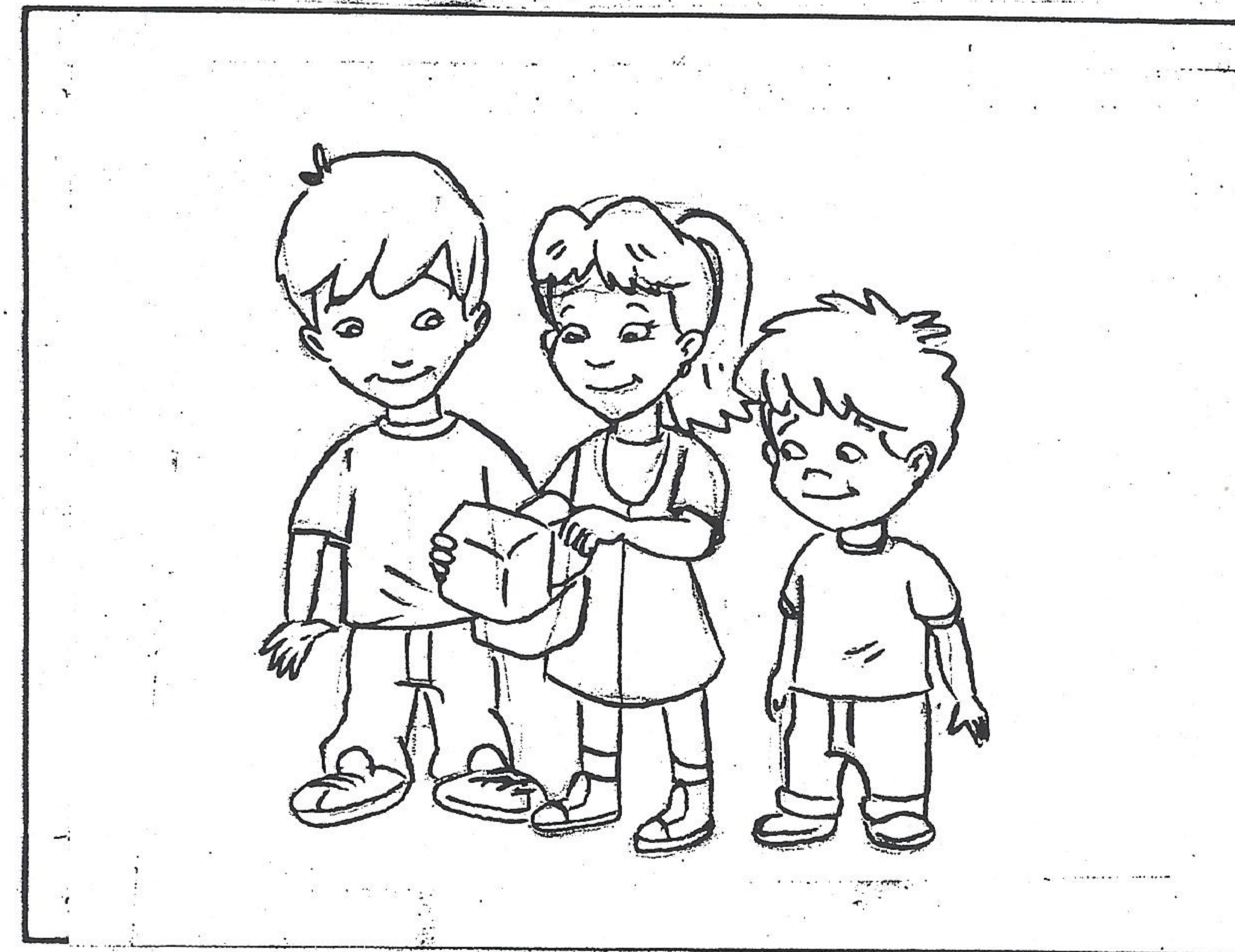
<Overlay>



DIAL

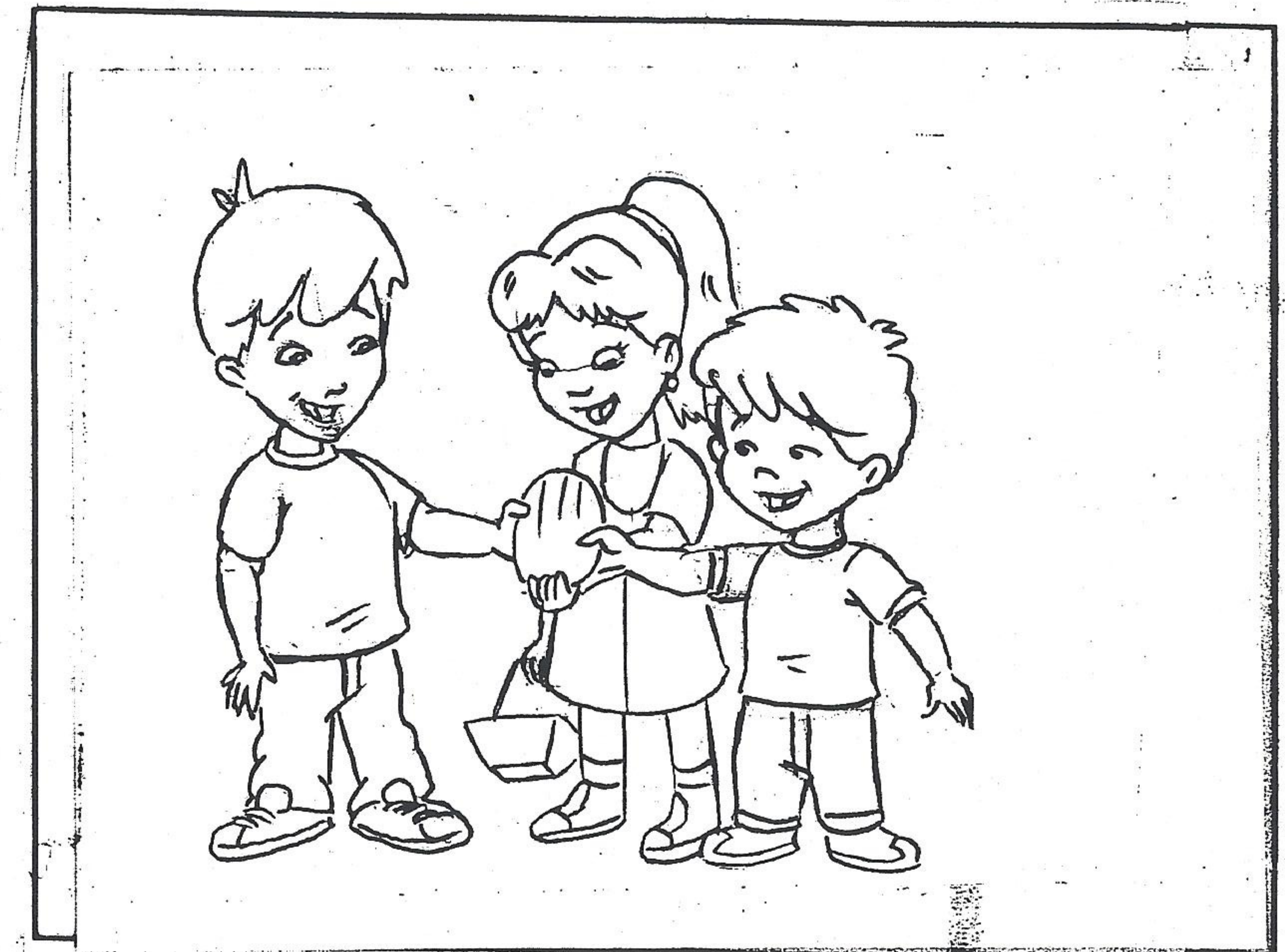
TIMING

SC 16 PNL 1



Emmy picks up the scale out of the box.

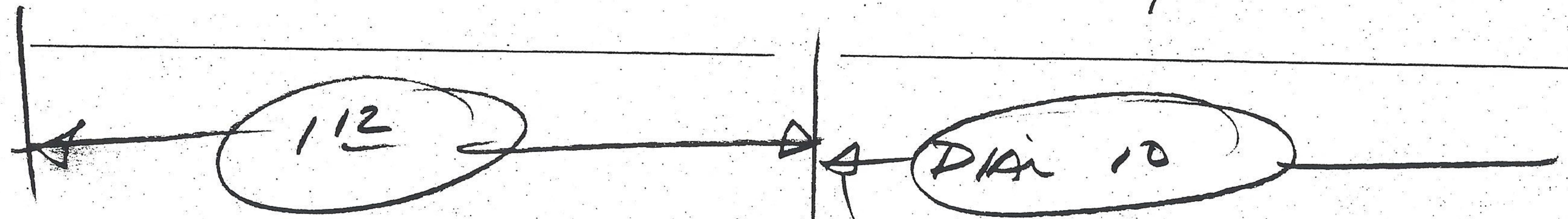
SC 16 PNL 2



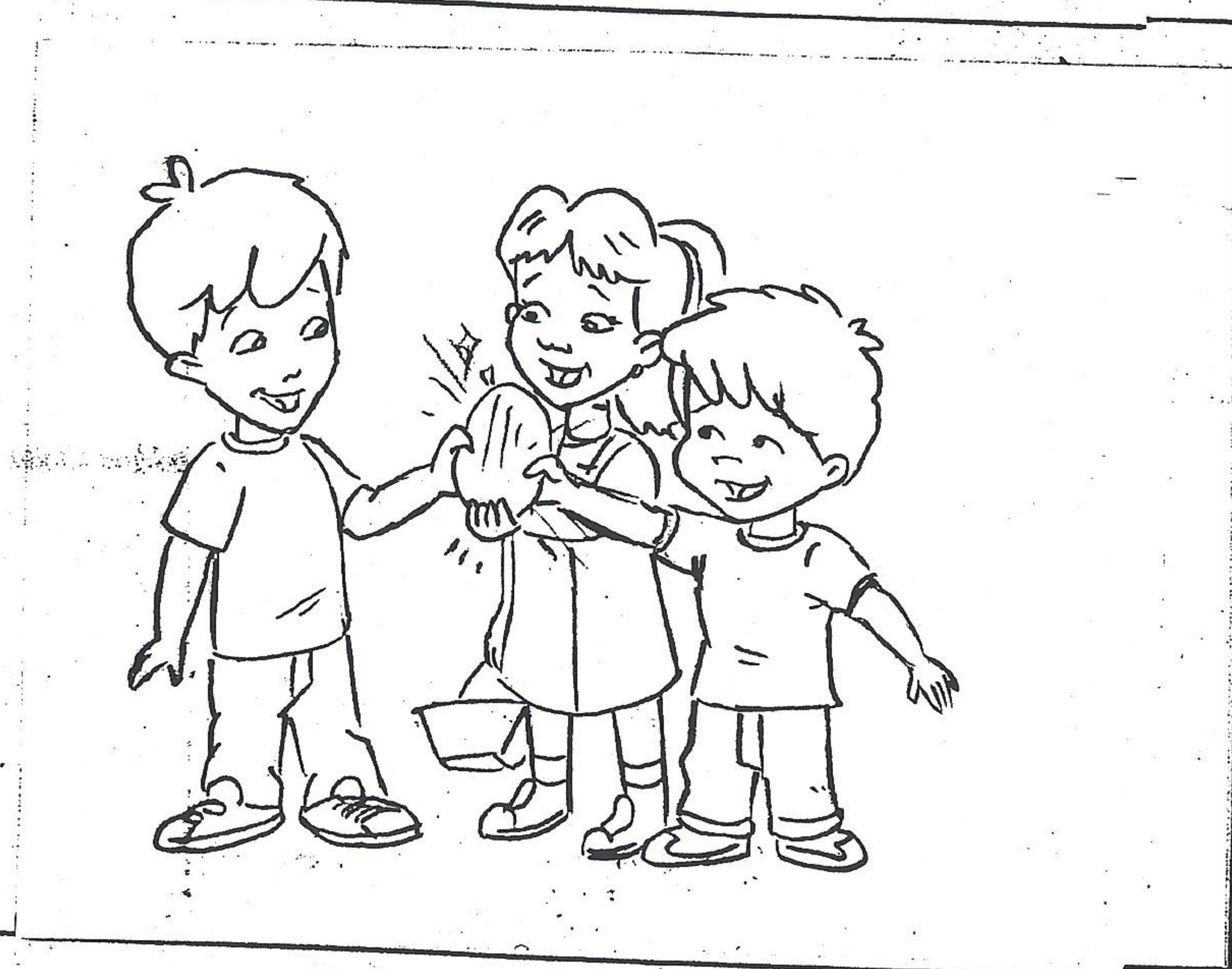
Emmy holds up the scale for Max. AND ENRIQUE TO GRAB

(10) Emmy & Max & ENRIQUE:

I wish, I wish, with all my heart—



SC 16 PNL 3



ACTION

Emmy, MAX AND ENRIQUE RAISE
scale as they chant. It glows.

DIAL

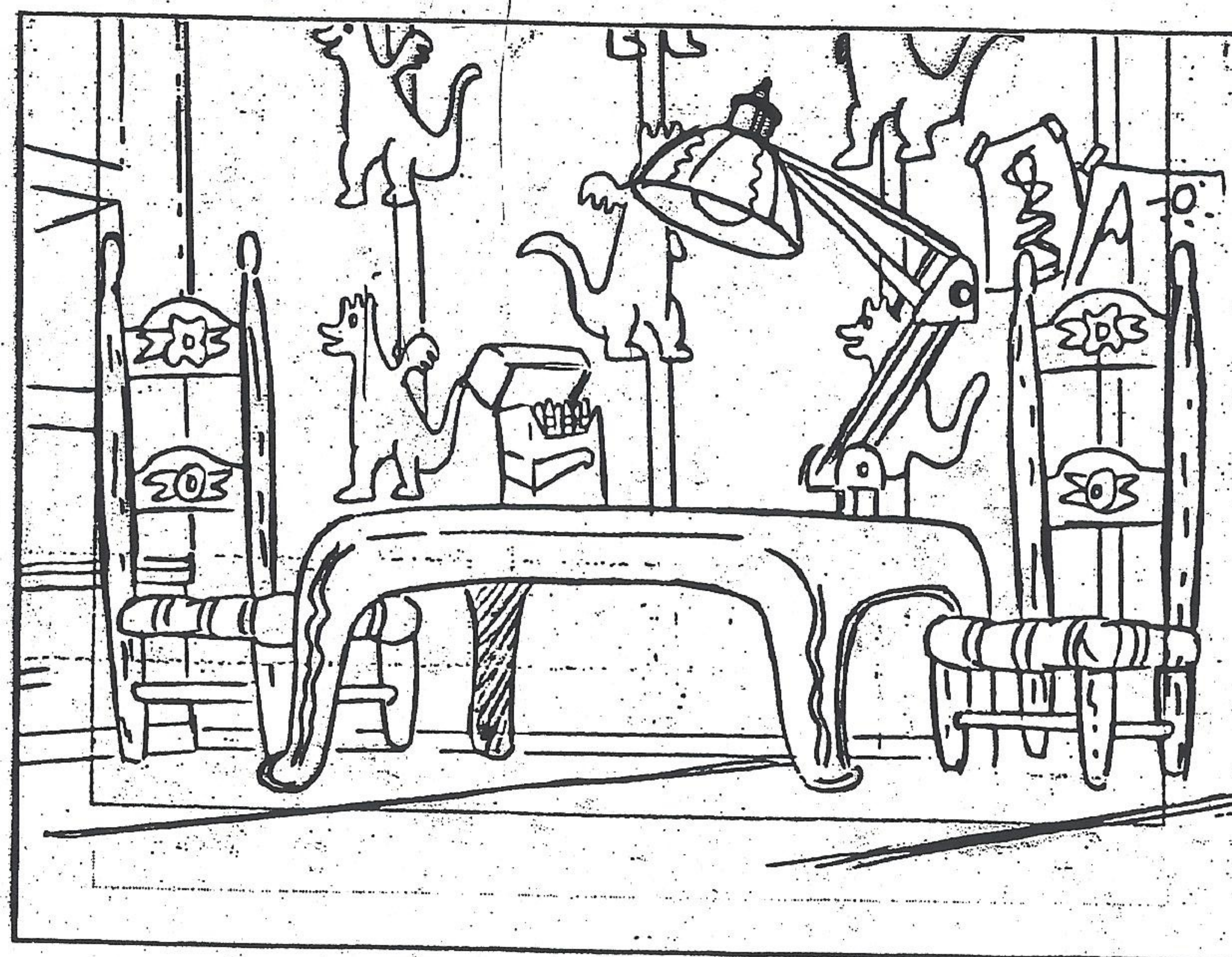
Emmy & Max & ENRIQUE:
— to fly with dragons
in a land apart!

TIMING

DIAL 10 CONT.

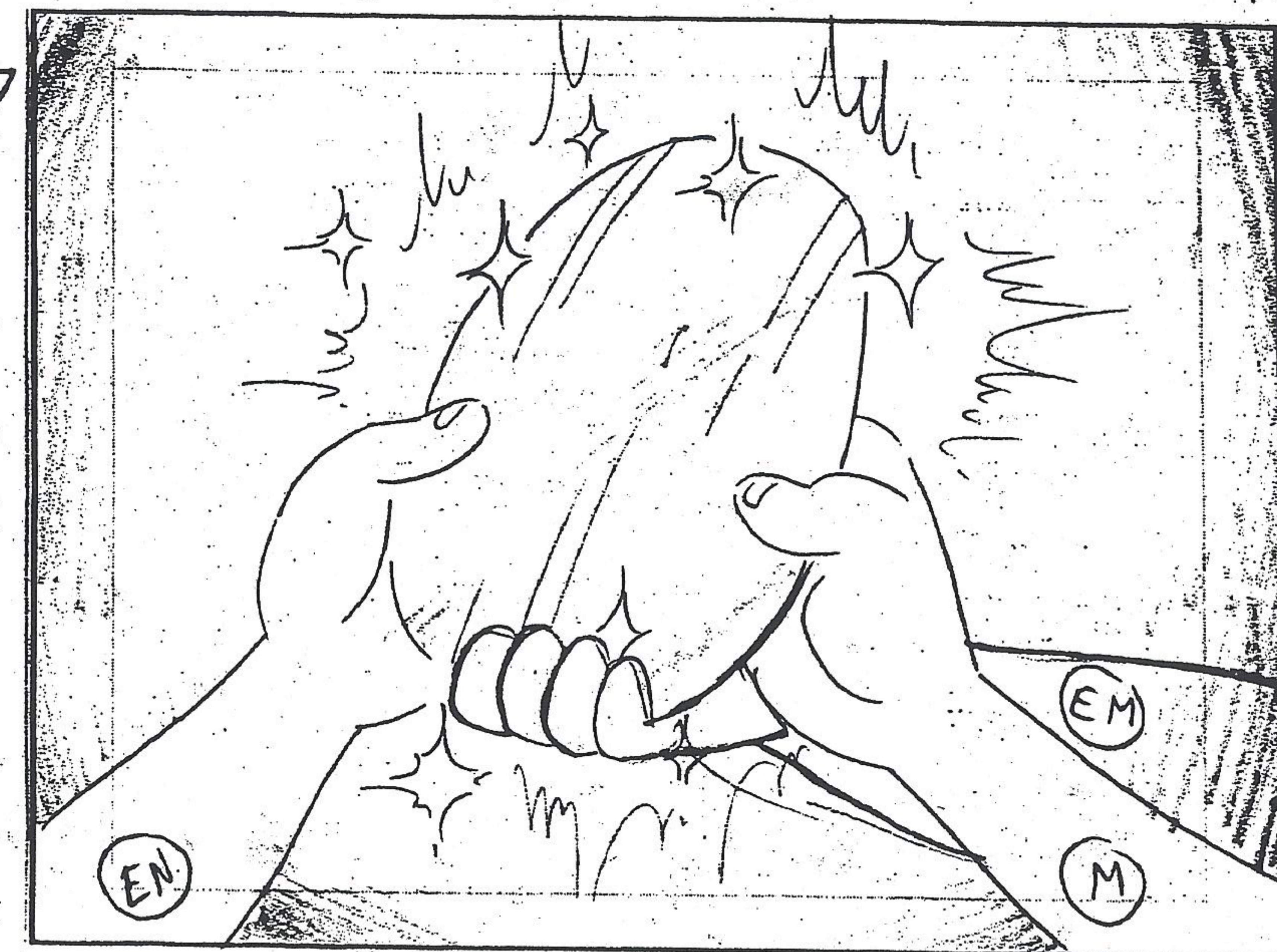
2:02
HOLD

SC 16 PNL BG

<BG>
←

HOOK-UP

SC 17 PNL 1



Close on the dragon scale in
the kids' hands. It glows
and sparkles.

3:08

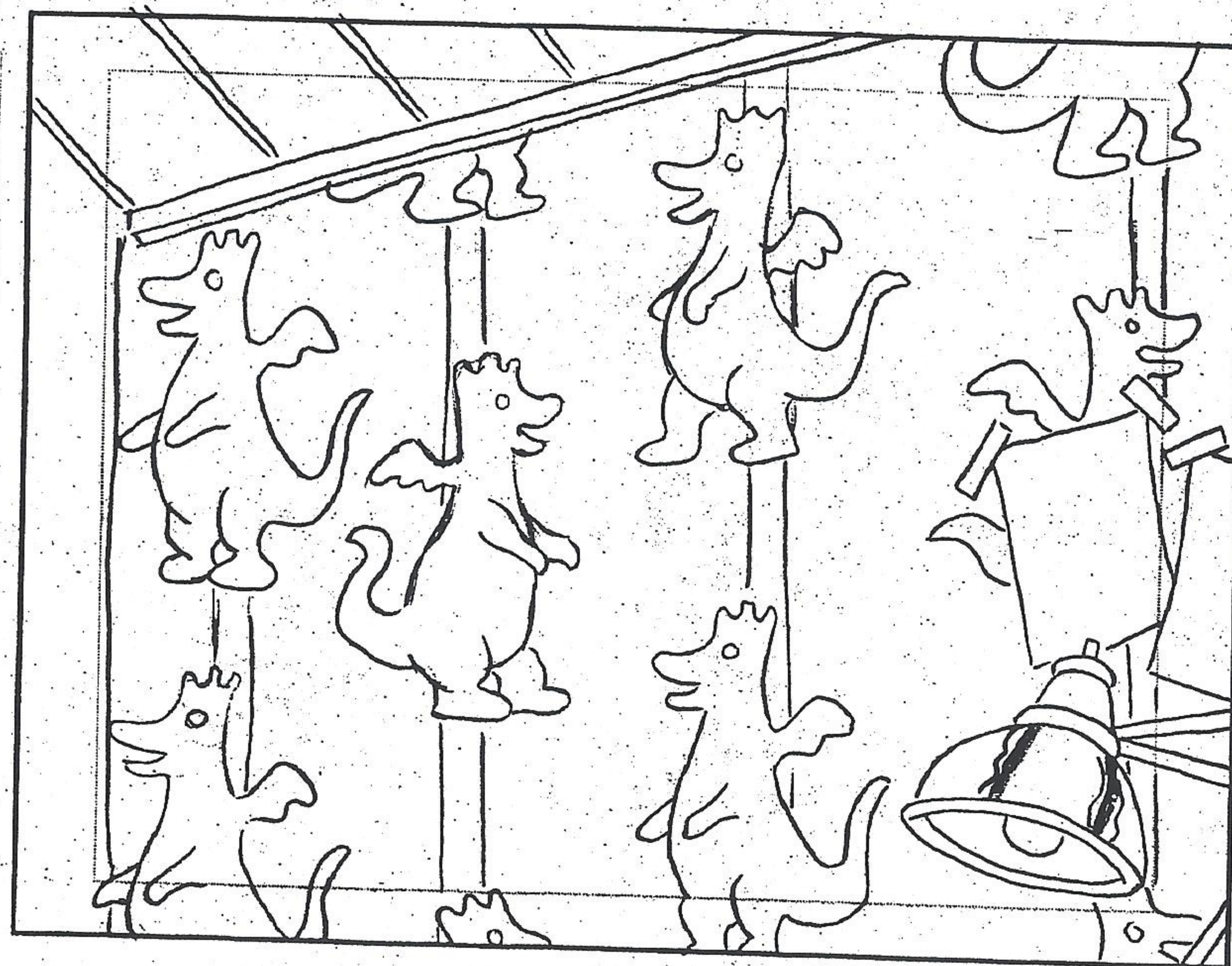
HOLD

STOCK SEQUENCE 6

PROD # 302 ACT A

PG 22

SC 18 PNL 1

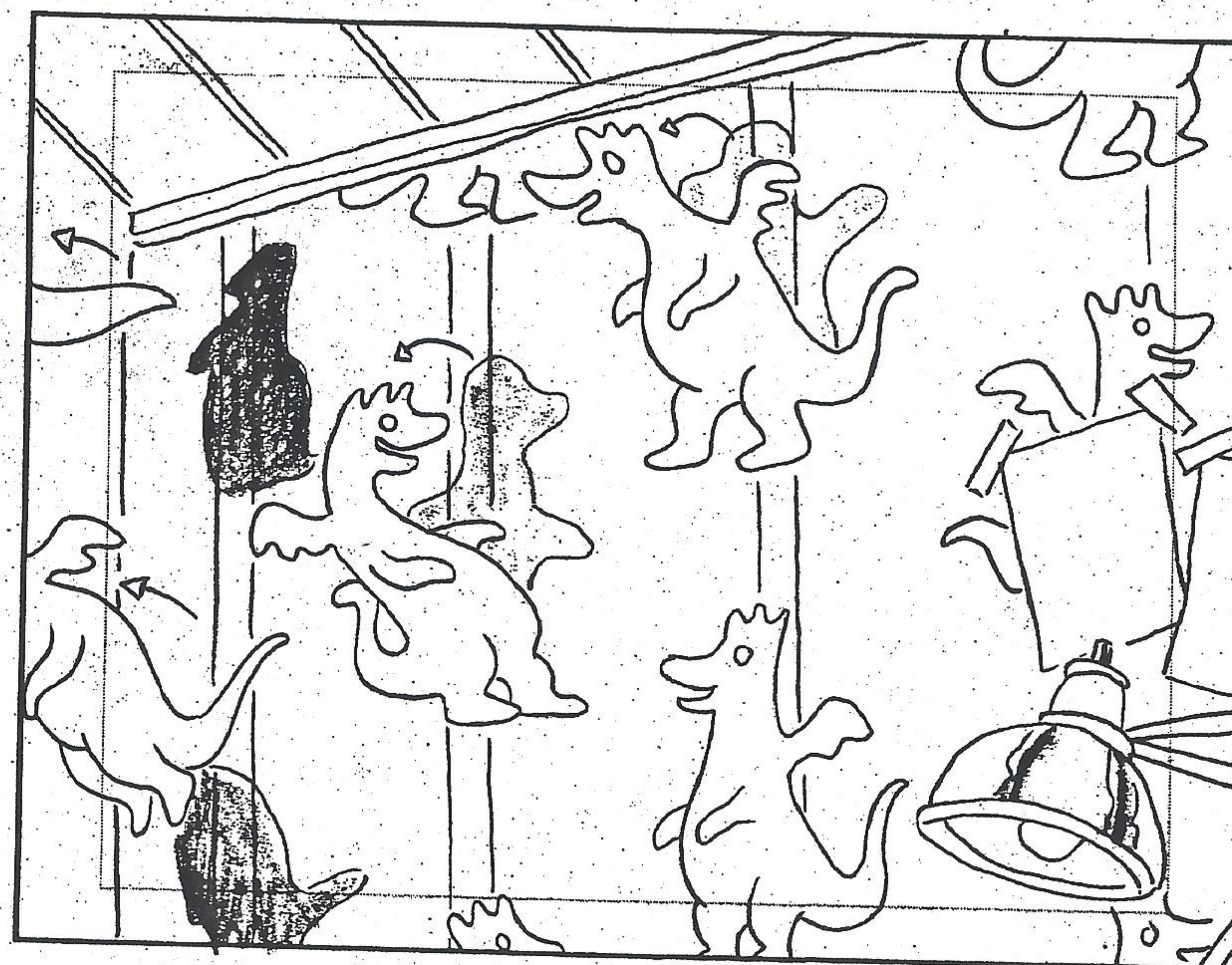


ACTION

View of the playroom wall.

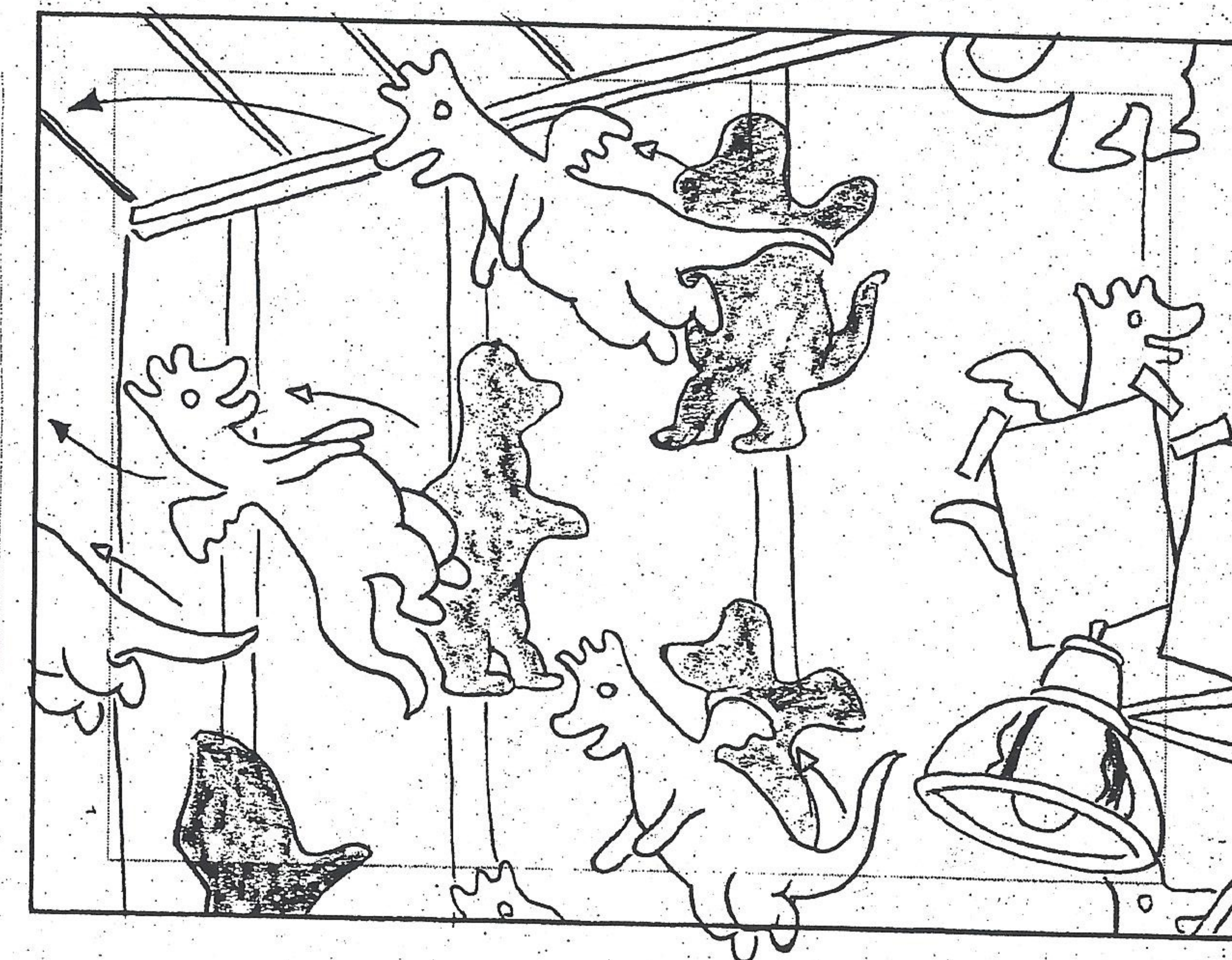
DIAL

SC 18 PNL 2



Wallpaper dragons peel themselves off the wall...

SC 18 PNL 3



... and float OS.

502
SC 18

TIMING

8x

20

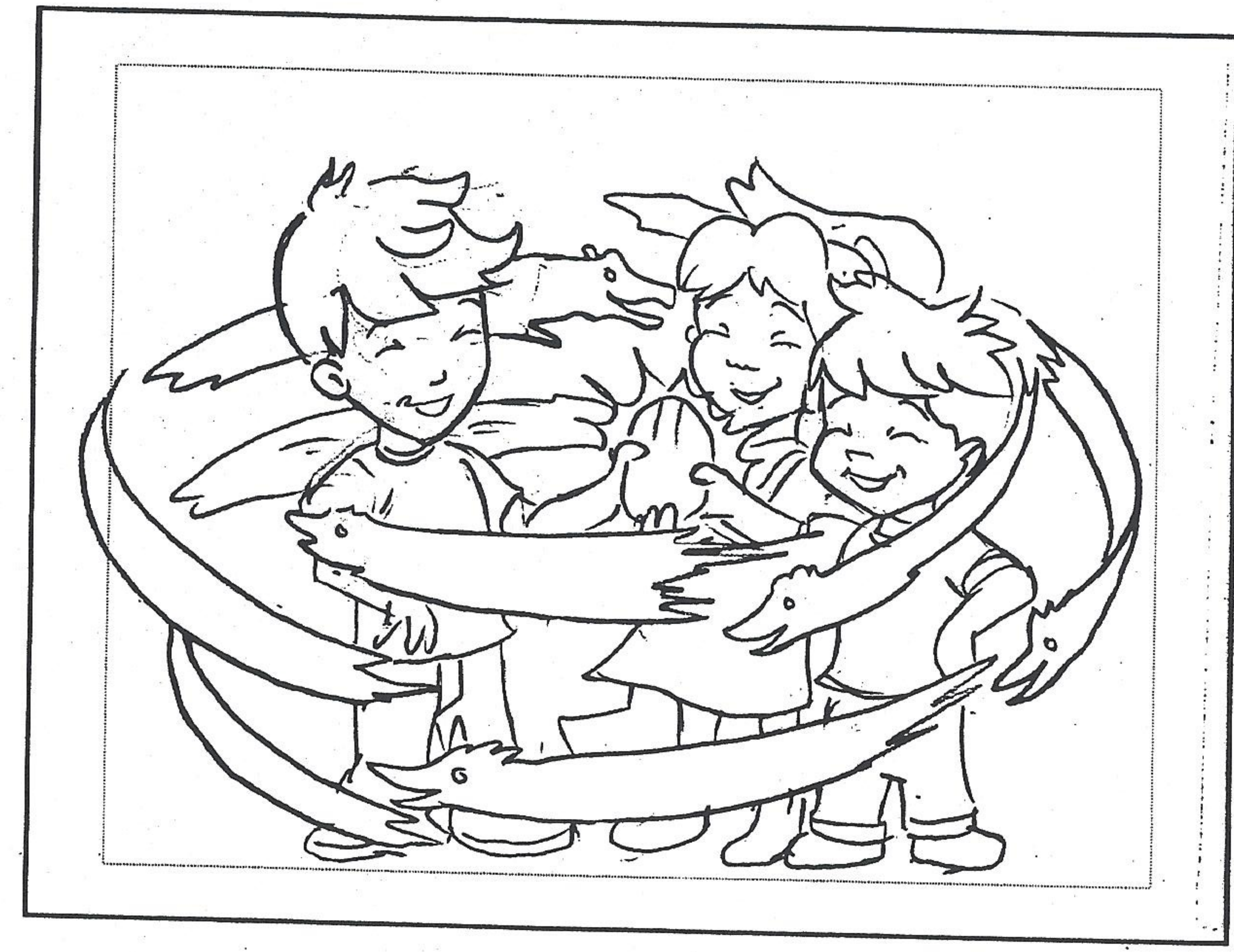
208

SC 19 PNL 1



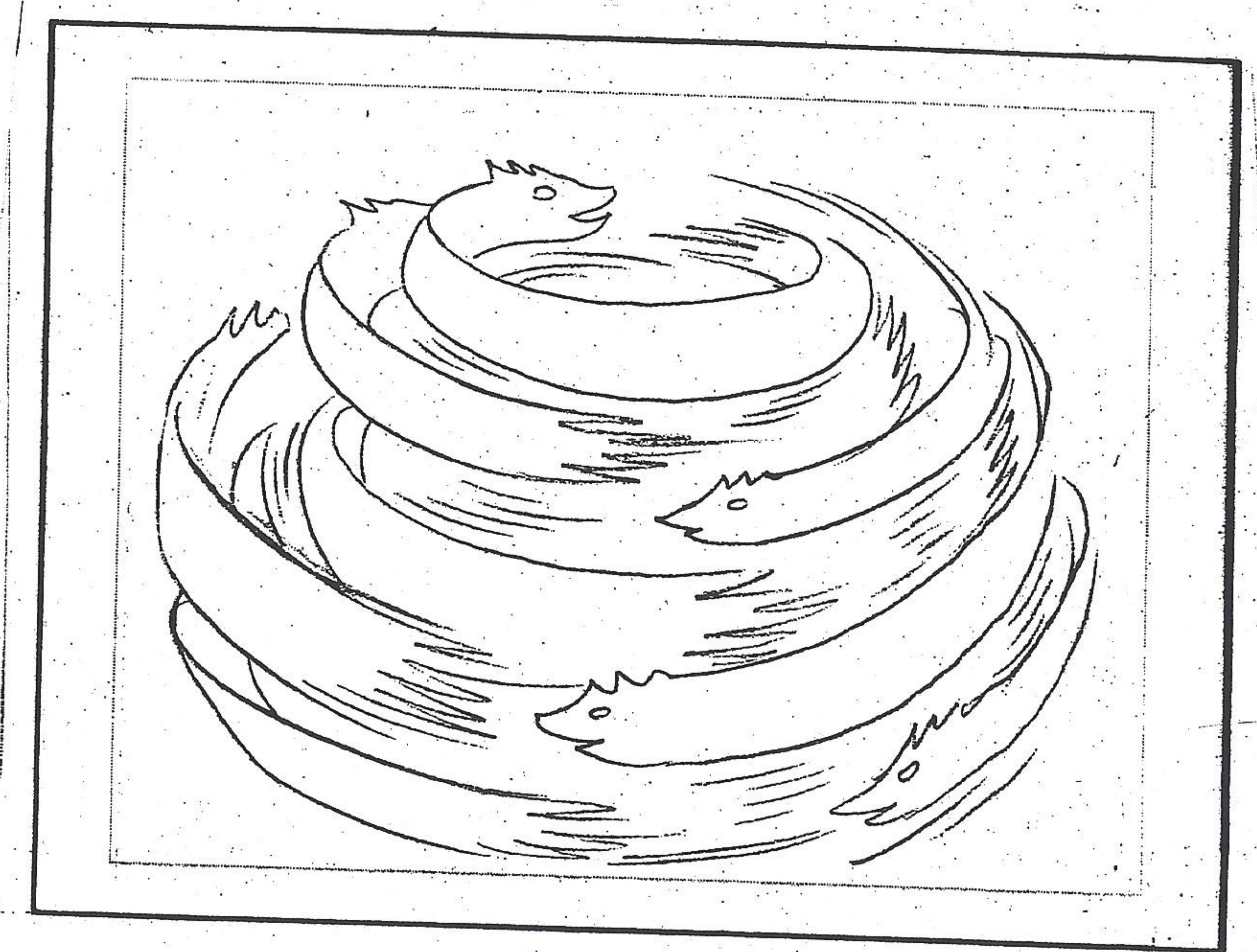
ACTION WALLPAPER DRAGONS FLY
IN CIRCLES AROUND KIDS—

SC 19 PNL 2



FASTER—

SC 19 PNL 3



AND FASTER—

DIAL

700
SC 19

TIMING

1'08

1'08

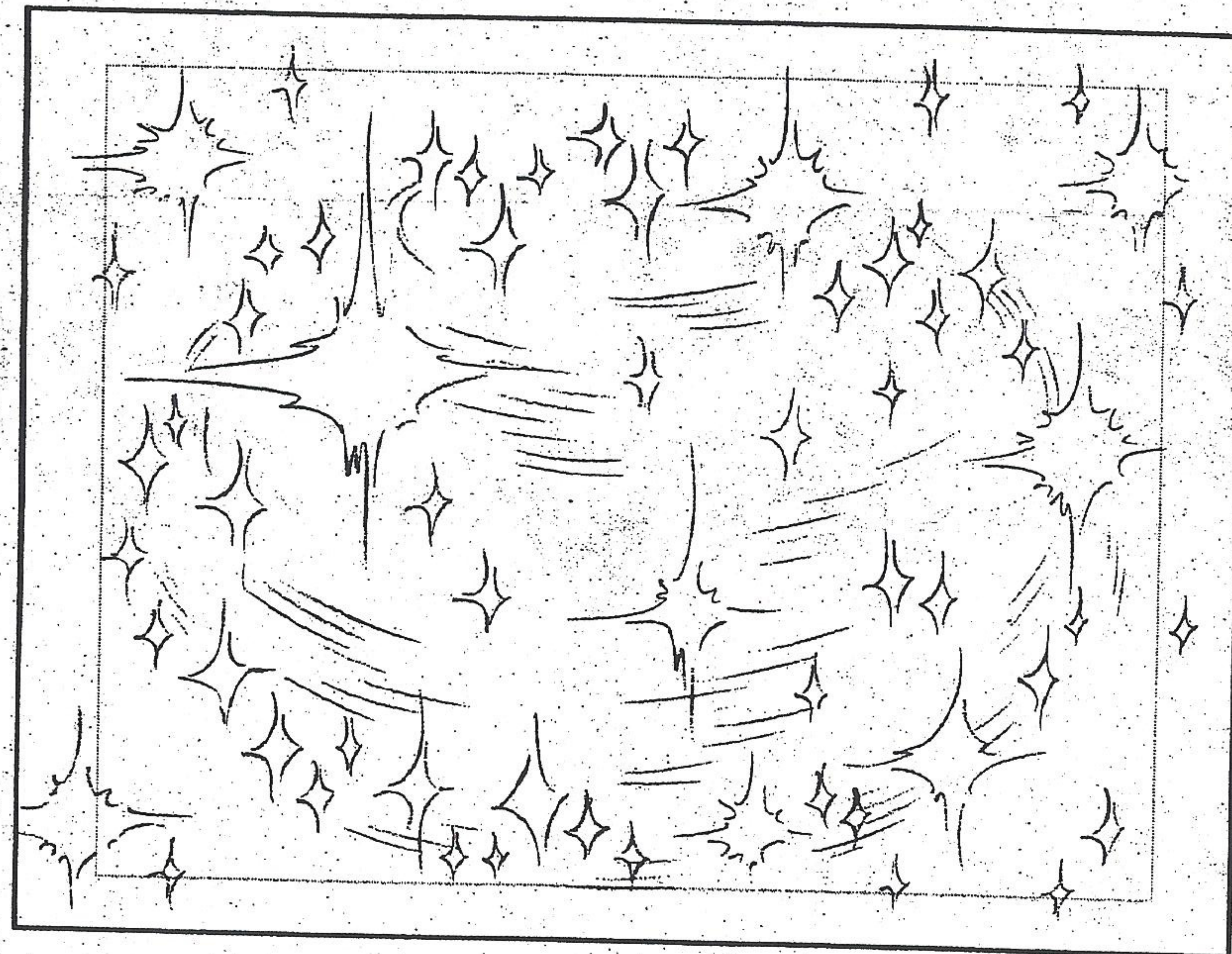
2'12

STOCK SEQUENCE . 8

PROD # 302 ACT A

PG 24

SC 19 PNL 4

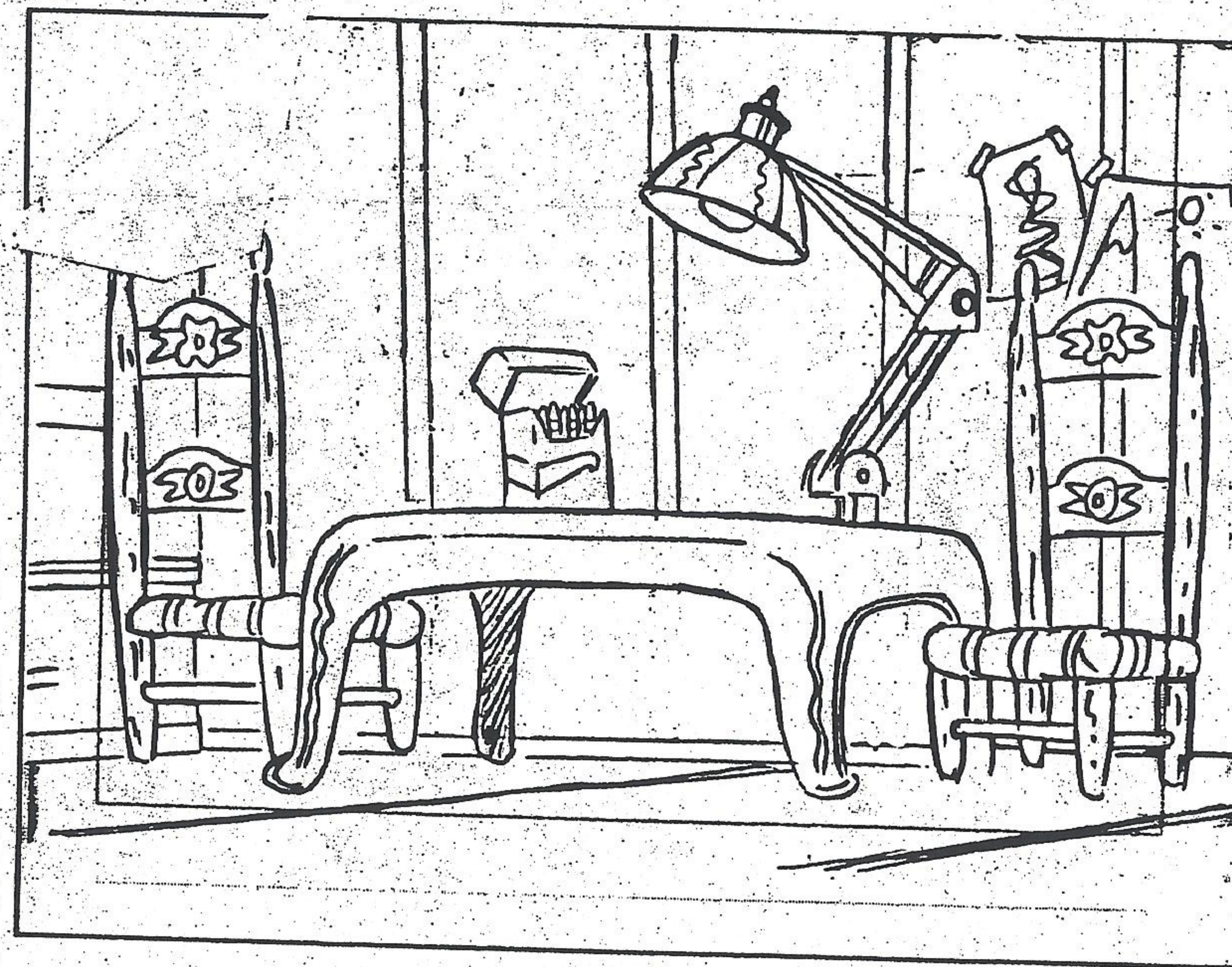


ACTION

The scene is overwhelmed by glowing, sparkling FX.

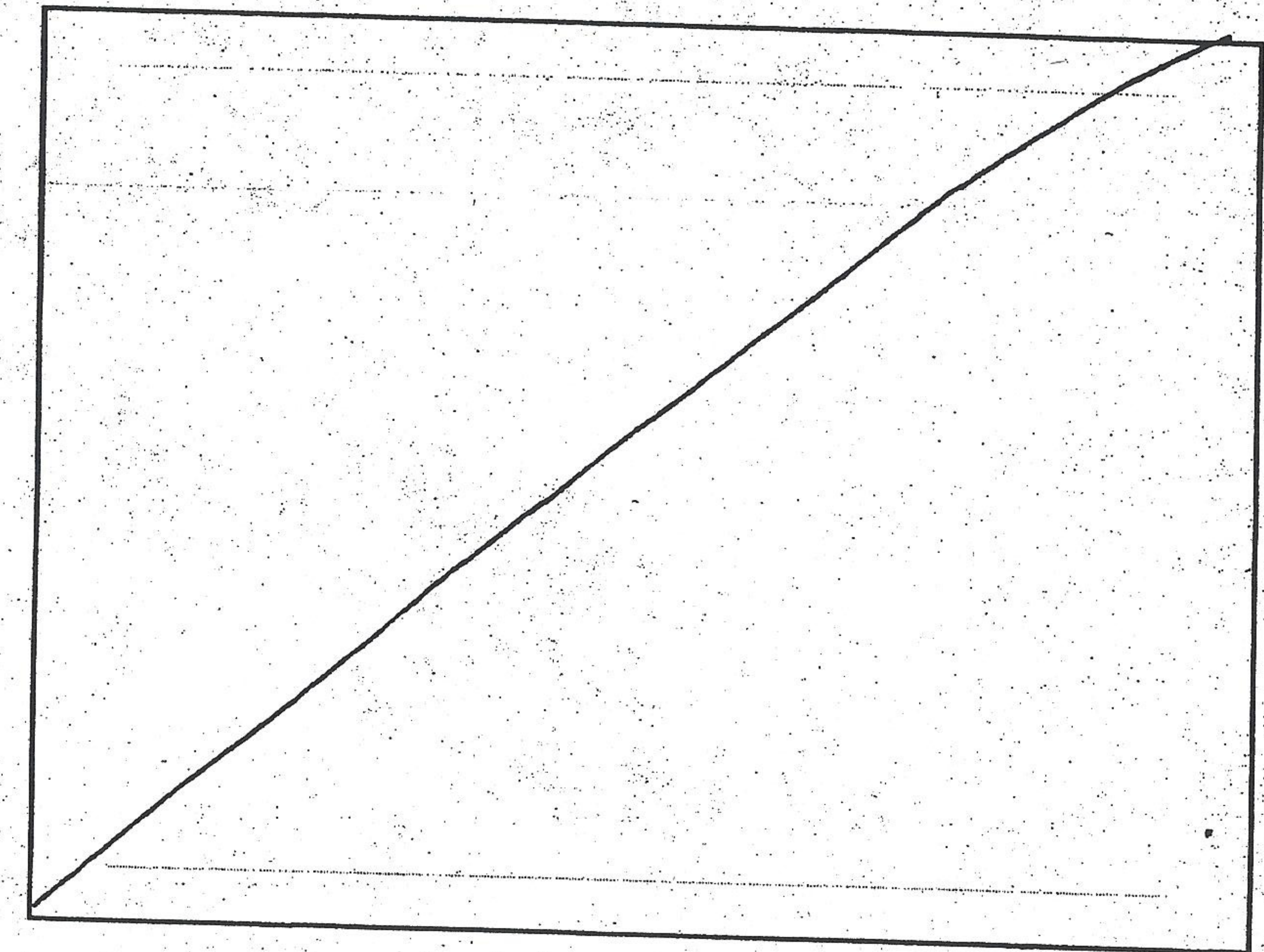
DIAL

SC 19 PNL 5

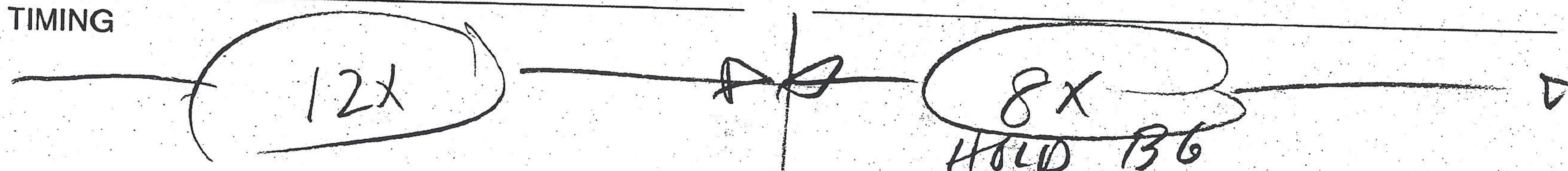


FX and kids vanish, leaving behind an empty playroom.

SC PNL



TIMING



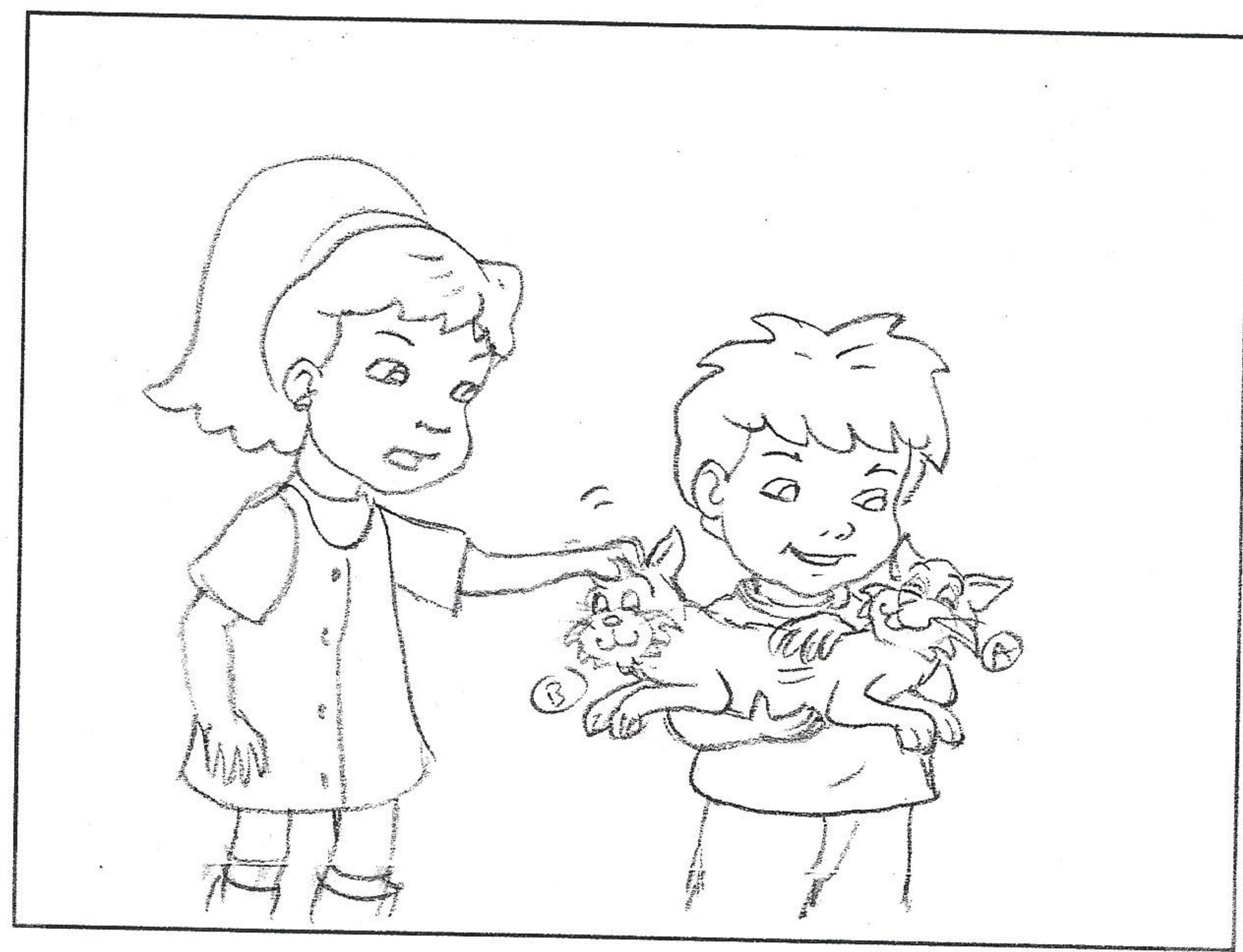
SC 63 PNL 2



ACTION
MAX TURNS HIS HEAD. HE PETS THE CATS BACK.

DIAL
57 MAX
The cats name is Meow.

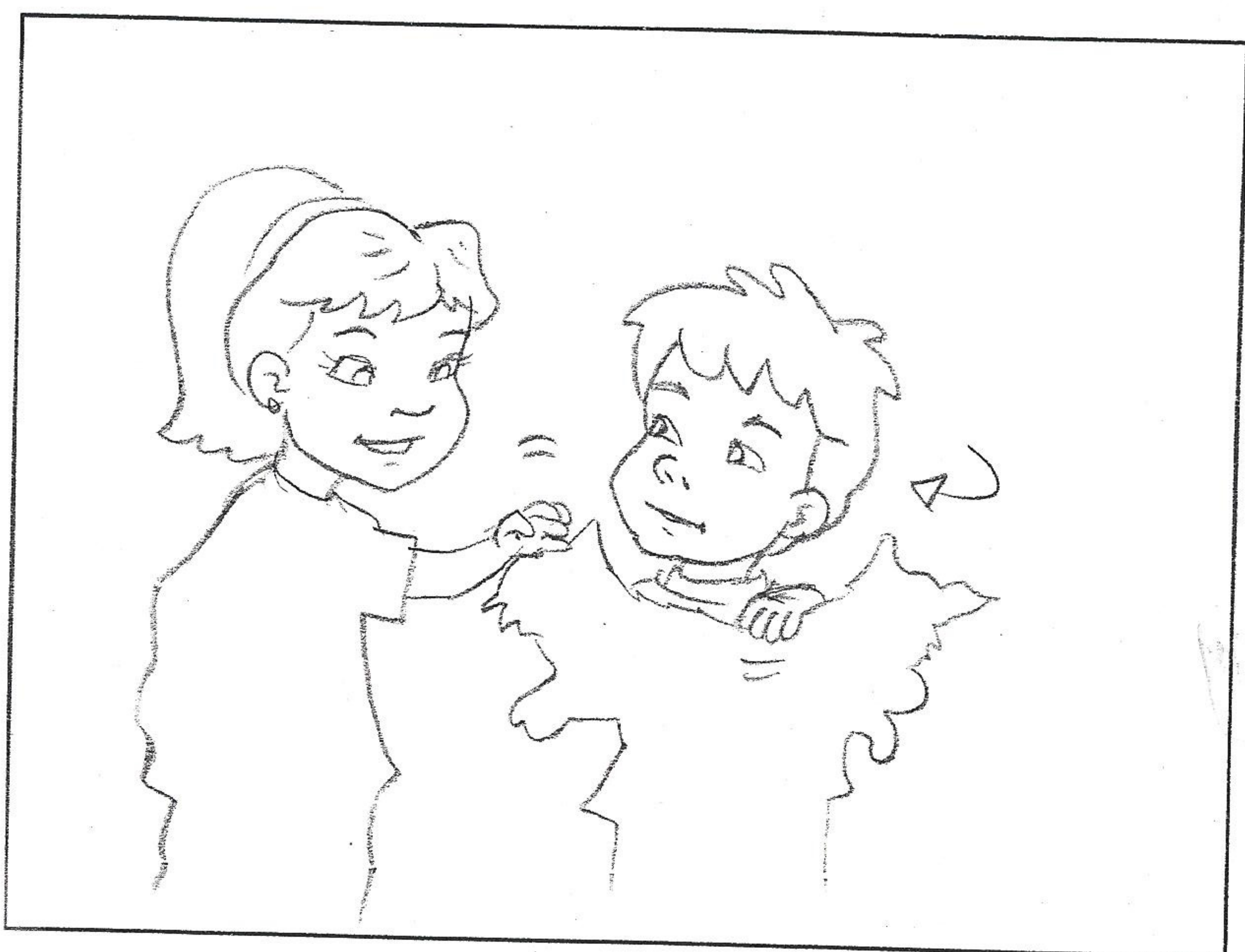
SC 64 PNL 1 BG S/A SC 52



← H.U.
EMMY PETS THE CATS HEAD. MAX PETS ITS BACK.
(CAT IS BLUE SPOTTED)

58 EMMY
Max, you're not doing it right...

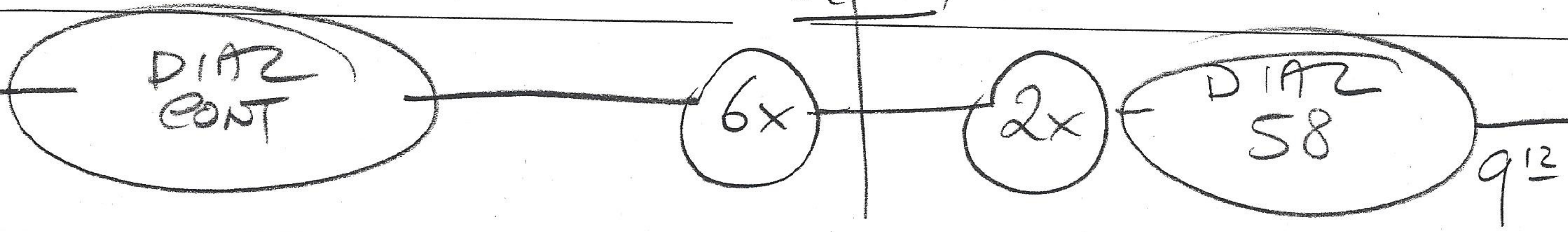
SC 64 PNL 2



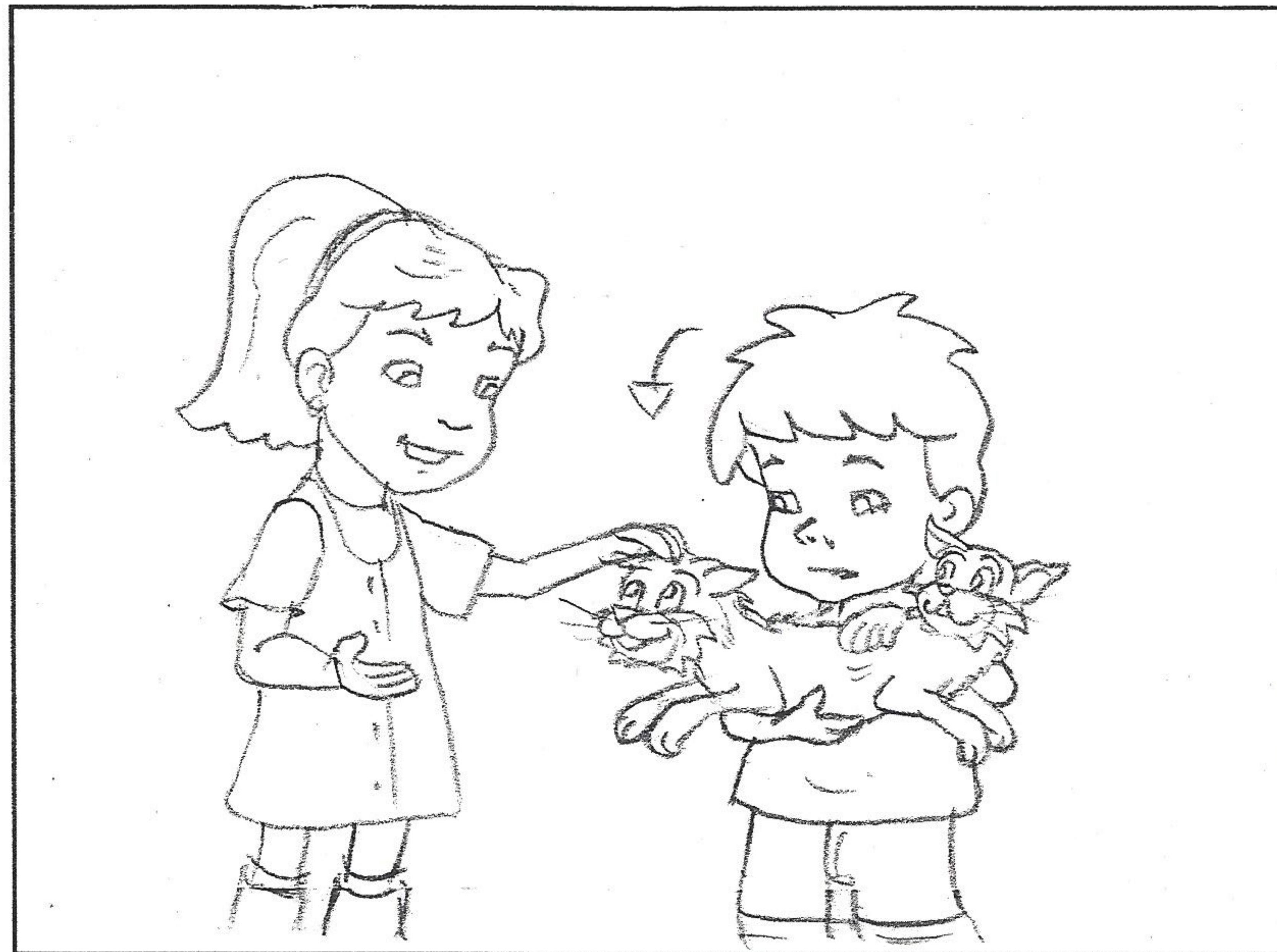
CONTINUE ACTION.

58 EMMY
...Cats like to be petted on the top of their heads. Do it like me...

TIMING



| | | | |
|----|----|-----|---|
| SC | 64 | PNL | 3 |
|----|----|-----|---|



ACTION

Demonstrating.

| | | | |
|----|----|-----|---|
| SC | 64 | PNL | 4 |
|----|----|-----|---|



MAX SHAKES HIS HEAD.

| | | | |
|----|----|-----|---|
| SC | 64 | PNL | 5 |
|----|----|-----|---|



MAX RUBS THE CATS BACK.

HOOK-UP

DIAL

EMMY 58

...Pet it like this.

MAX 59

Nah ah. That's not the only way to pet a cat.

60

EMMY

Yes it is.

TIMING

DIAZ
CONT

4X

DIAZ
59

4²

4X

DIAZ
60

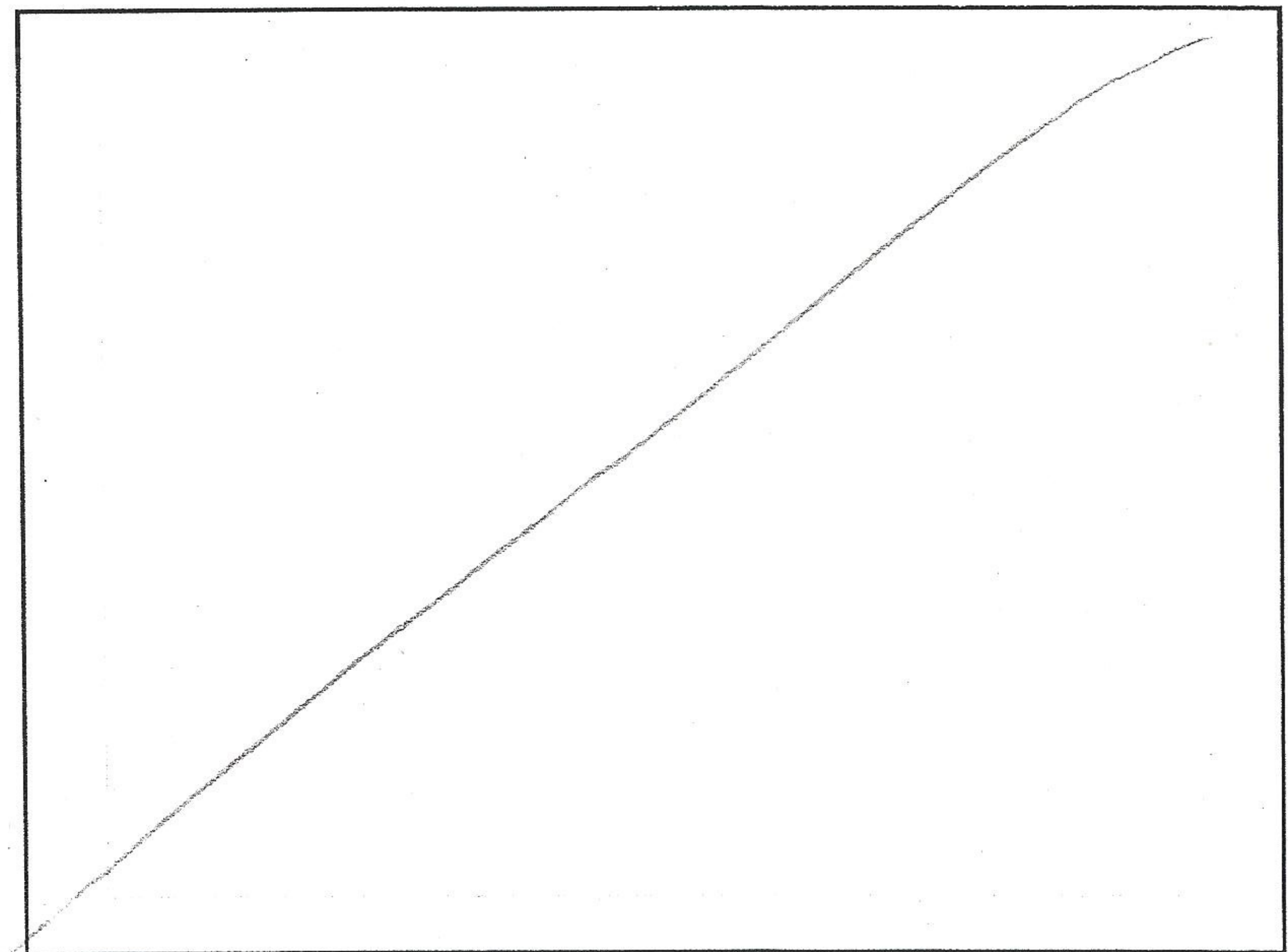
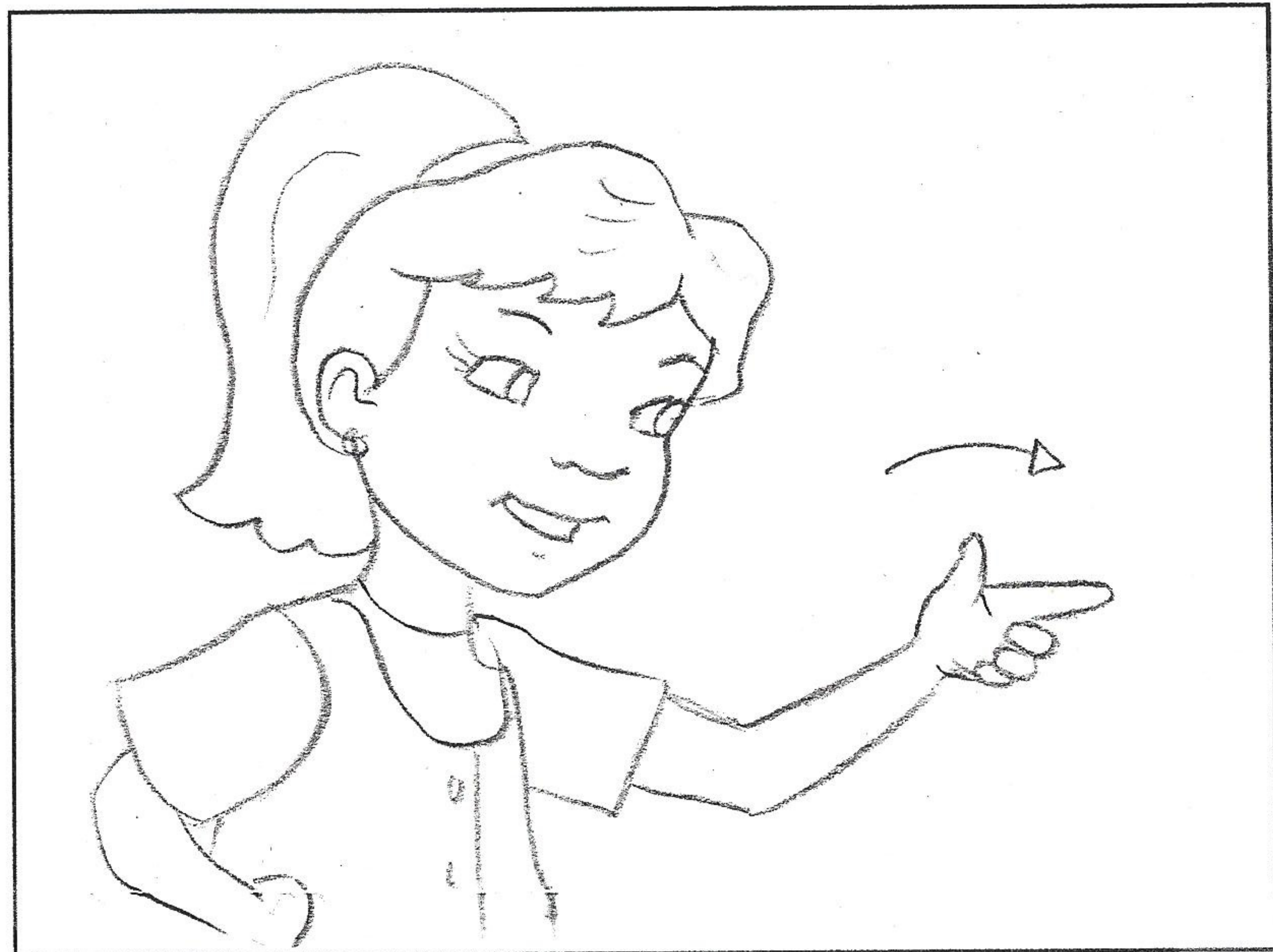
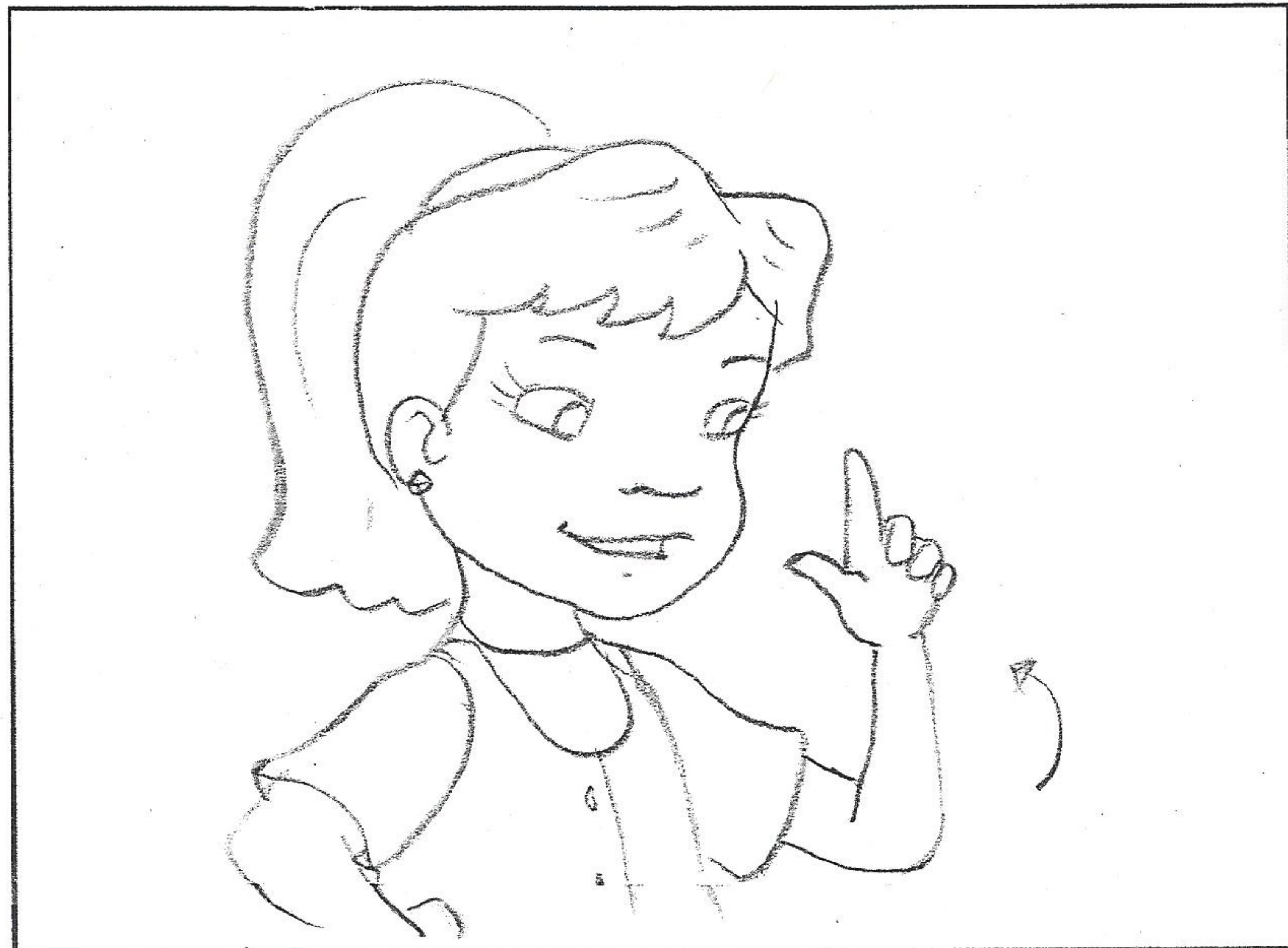
30

SC 65 PNL 1

BG F-3

SC 65 PNL 2

SC PNL



Hubby
ACTION

ON EMMY.

Hubby

SHE GESTURES.

DIAL

60 EMMY.
Def

60 EMMY
...initely.

SC 65

TIMING

DIAZ
CONT

8x

PROD # 203

ACT A

PG 77

SC 66 PNL 1

BG S/A SC 53

SC 66 PNL 2

SC 66 PNL 3



4-Hu 65

ACTION MAX AND EMMY CONTINUE
TO PET THE CAT.
(CAT IS BLUE SPOTTED)

MAGICAL EFX | SPARKLE around his head.

DIAL

SC 66

TIMING

11/4

60A [Max giggles.]

6x
CATS
UP

2.8
dicks
8x5 ONLY
UP + DOWN

16x
SETTLE

16x
FADE IN (FX)

4.8

SC 66 PNL 4



SC 66 PNL 5



SC 66 PNL 6



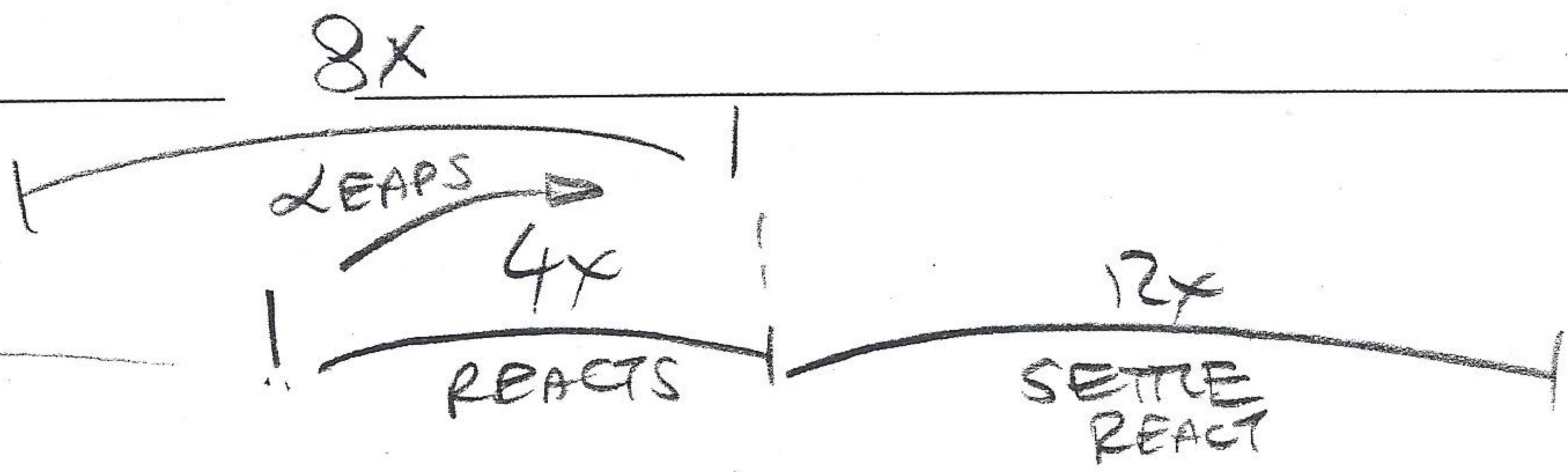
ACTION

then Max gets a dazed look on his face.

THE CAT ANTICS...

The cat suddenly leaps out of his arms,

DIAL



TIMING

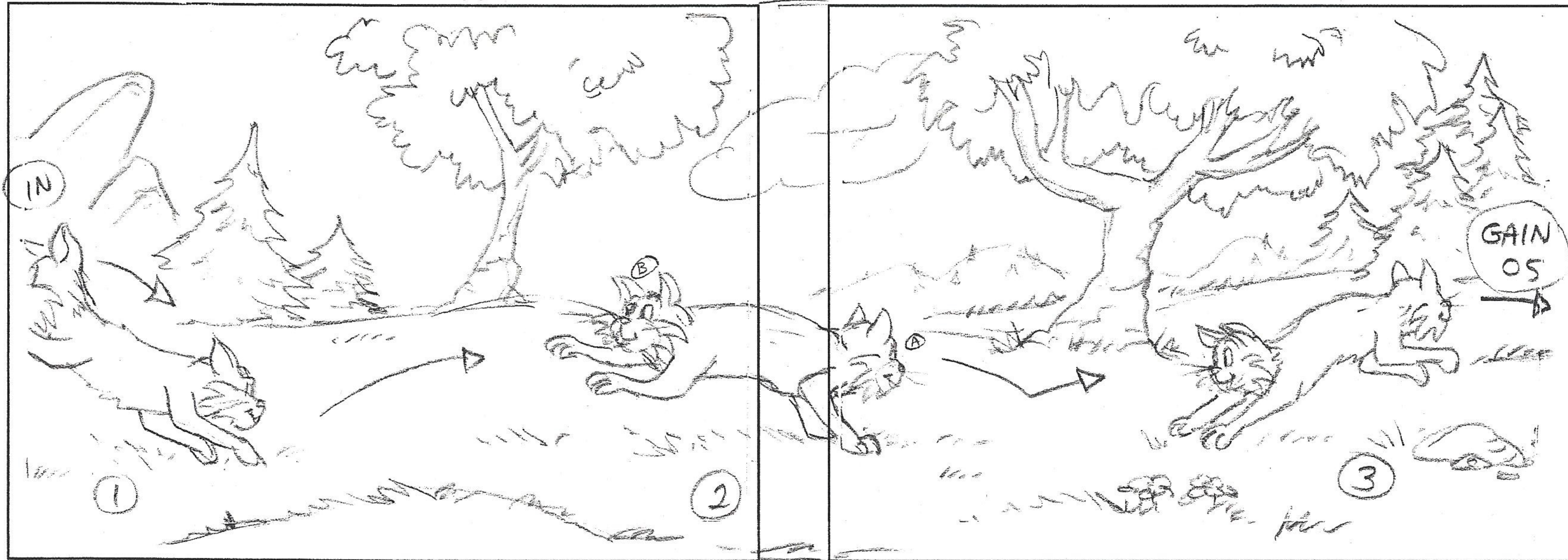
SC 67 PNL 1

SC 67 PNL 1 CONT.

SC 68 PNL 1

RE USE BG SC 52

START PAN → STOP PAN



ACTION PAN WITH THE CAT AS IT GAINS THROUGH AND O.S.
THE CAT RUNS INTO SC, AND — — races off into the forest. OS
(CAT IS BLUESPOTTED) DX CAST SHADOWS

ON EMMY AND A DAZED MAX.
ORD ENTERS SC AND BENDS
DOWN.

DIAL
8x 8x 4x 18 4x 10x
IN LAND CUSH LAND + CUSH OS

ORD 61
Max, are you alright?

SC 67

SC 68 6x 4x
IN CUSH.

TIMING

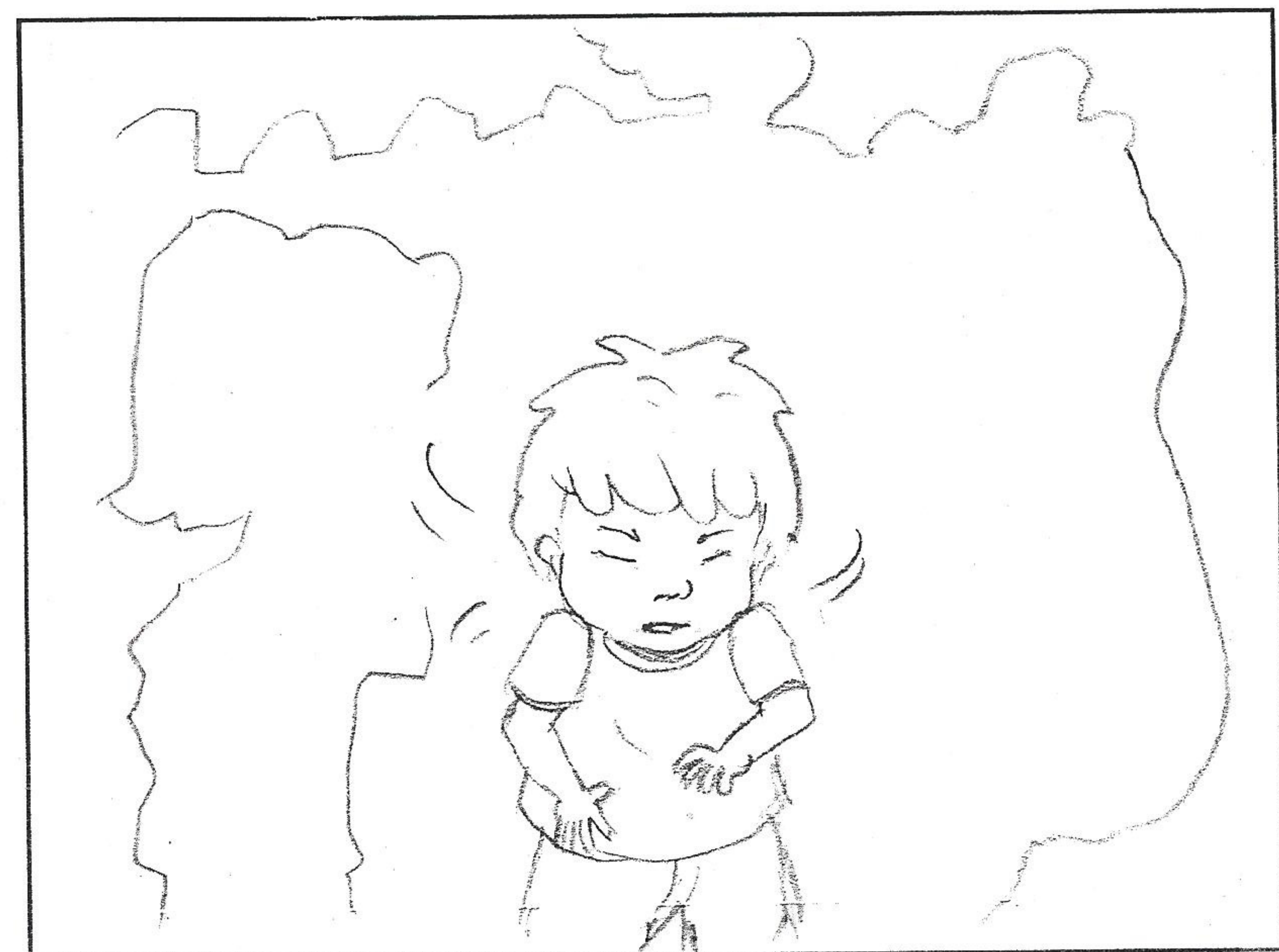
3¹⁰

6x

DIAZ 61

34

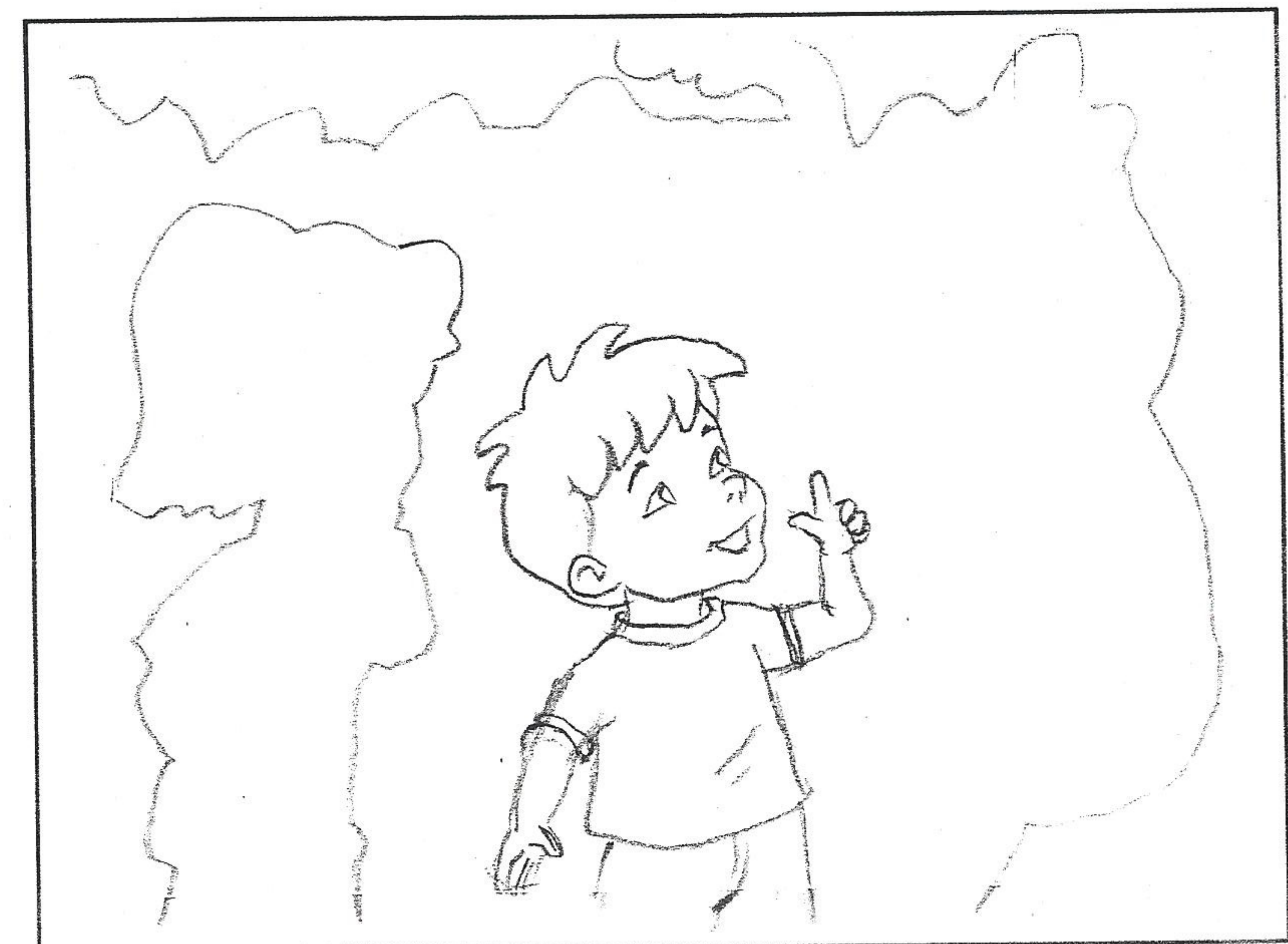
SC 68 PNL 2



ACTION

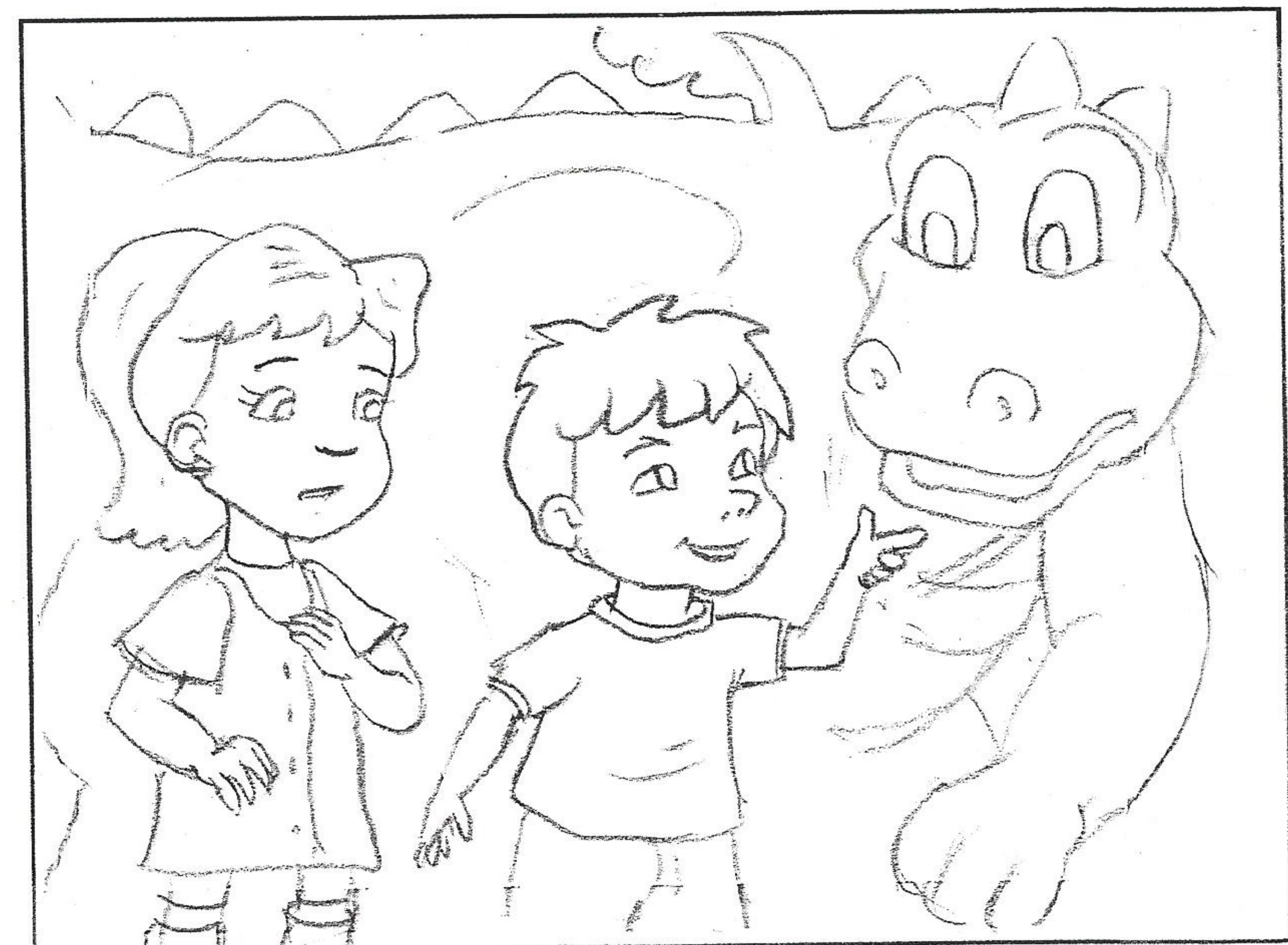
MAX SHAKES OFF HIS
DAZED LOOK... (QUICK)

SC 68 PNL 3



AND HE GESTURES...

SC 68 PNL 4



...WITH HIS HAND.

DIAL

62 MAX
(in the same tone as Emmy)
Def...

62 MAX
...initely

TIMING

10

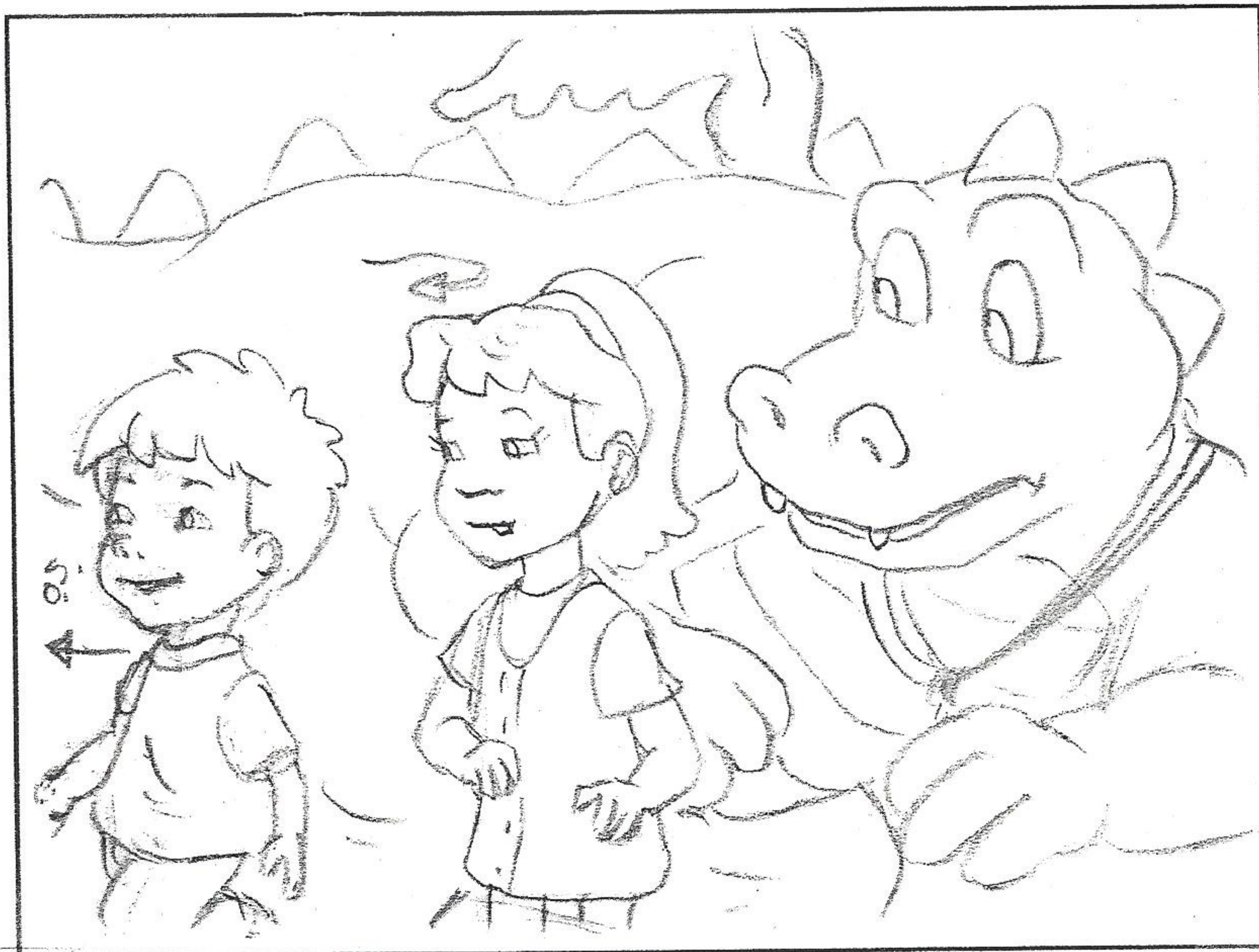
DIAL 2
62

1.8

210

PROD # 203 ACT A

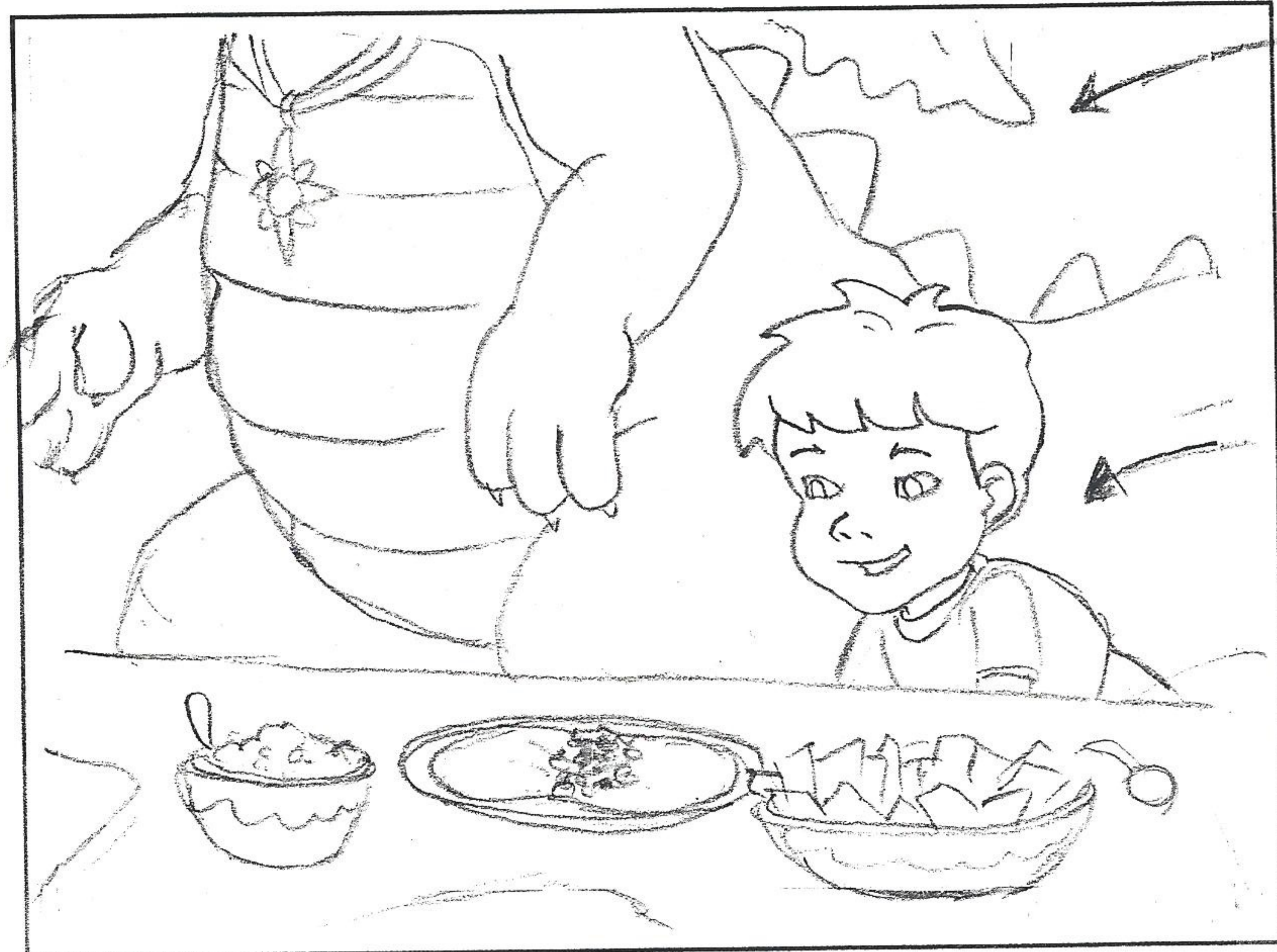
SC 68 PNL 5



ACTION
MAX WALKS OS.

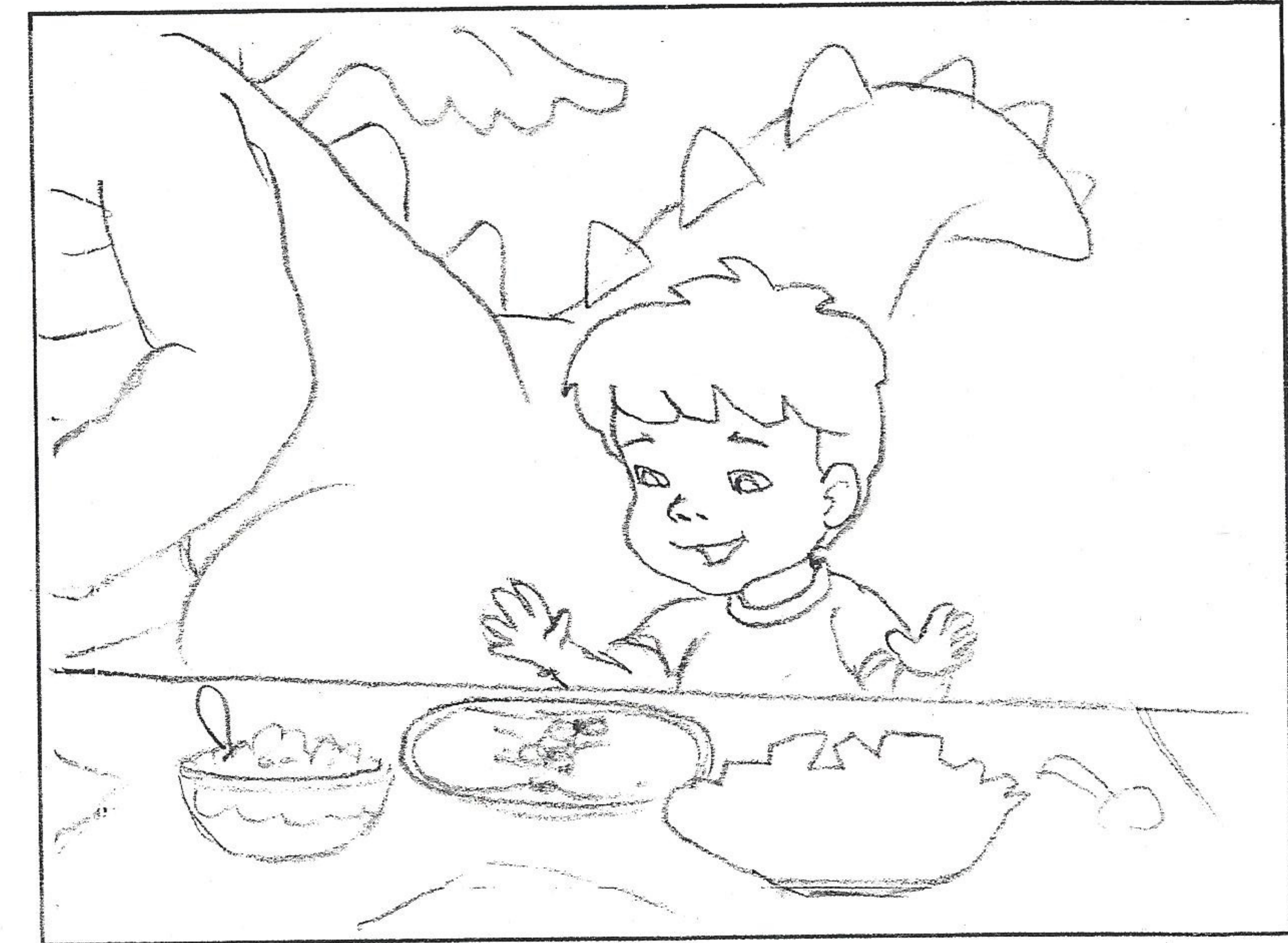
SC 69 PNL 1

BG S/A SC 34



MAX AND ORD COME BACK TO THE
TABLE OF FOOD. MAX FIRST, THEN
ORD. MAX CLIMBS ONTO THE BENCH.
(ON HIS PLATE IS HIS UNROLLED BURRITO.)

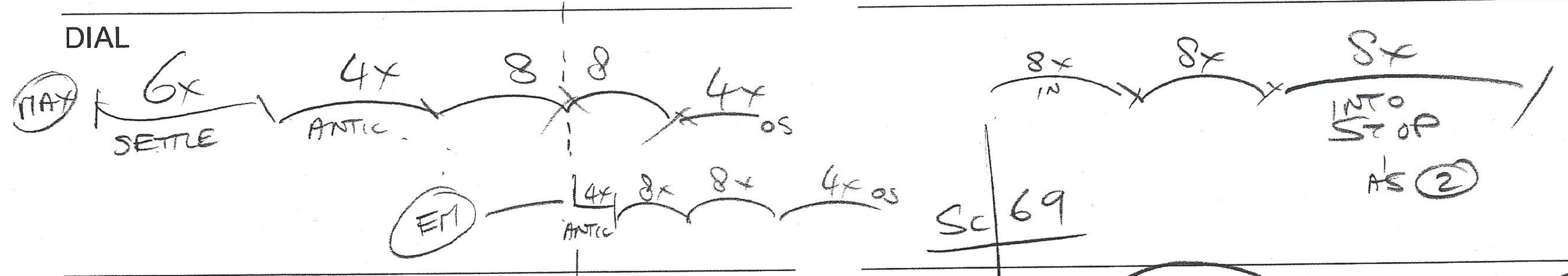
SC 69 PNL 2



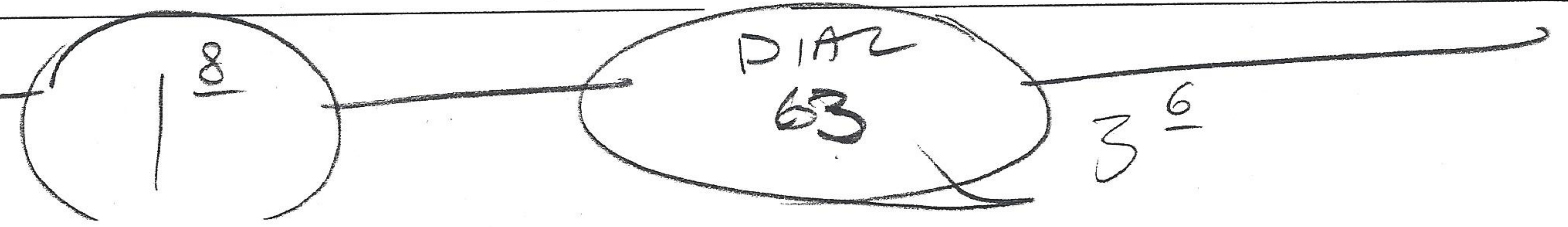
MAX SEES A BOWL OF
GUACAMOLE.

64 MAX
Yum, guacamole!

DIAL

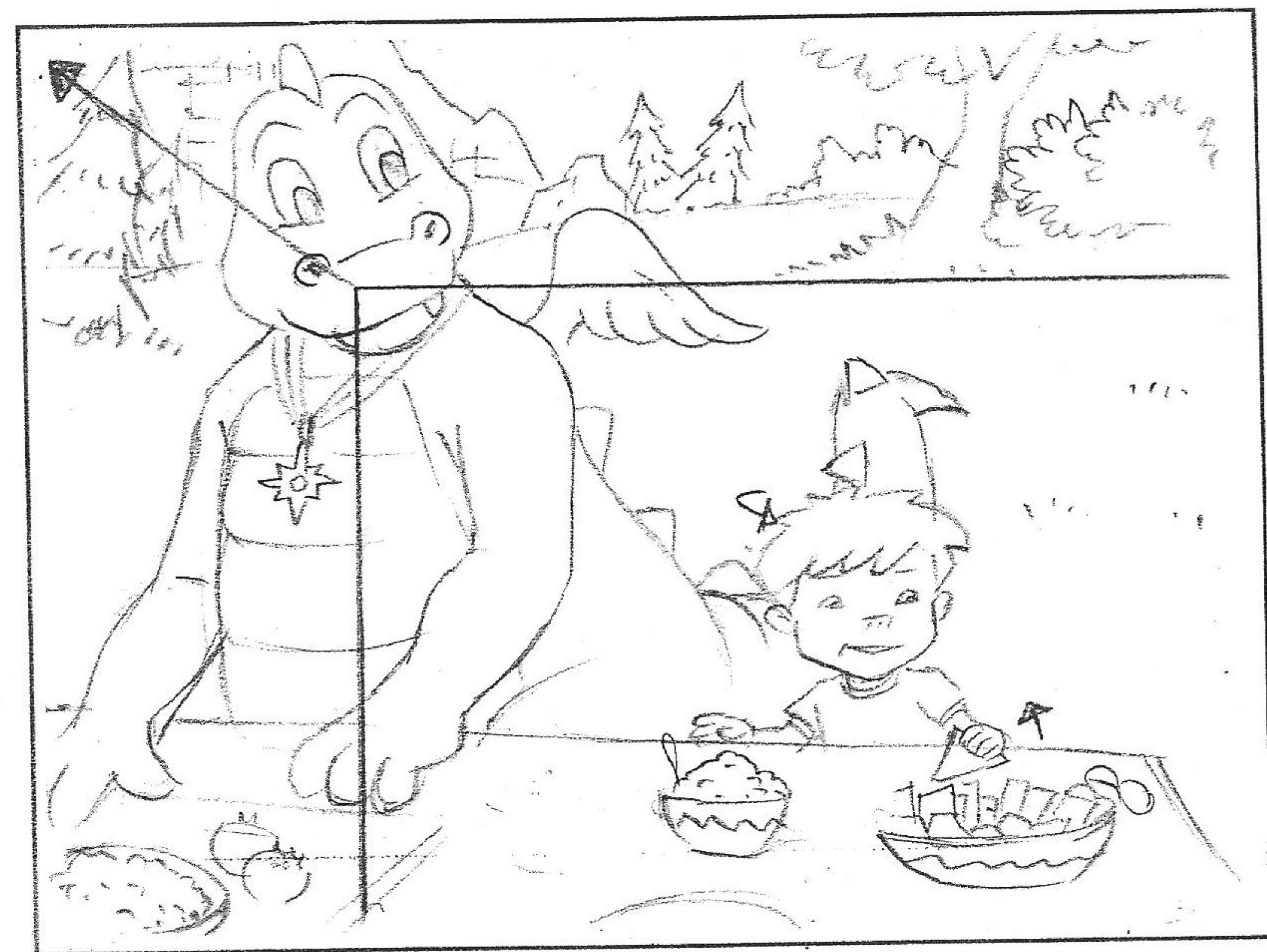


TIMING



PROD # 203 ACT A

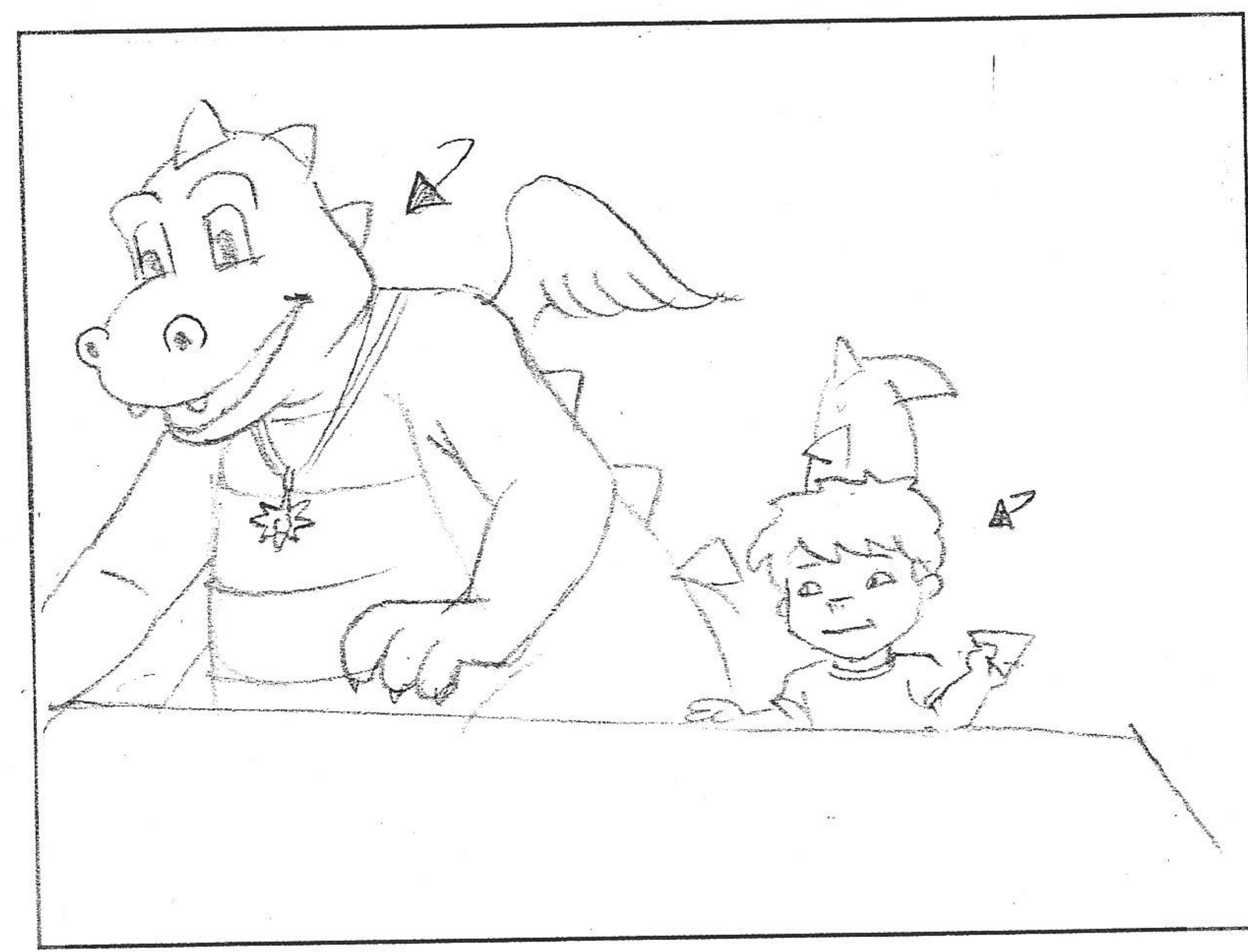
SC 69 PNL 3



TRUCK-OUT

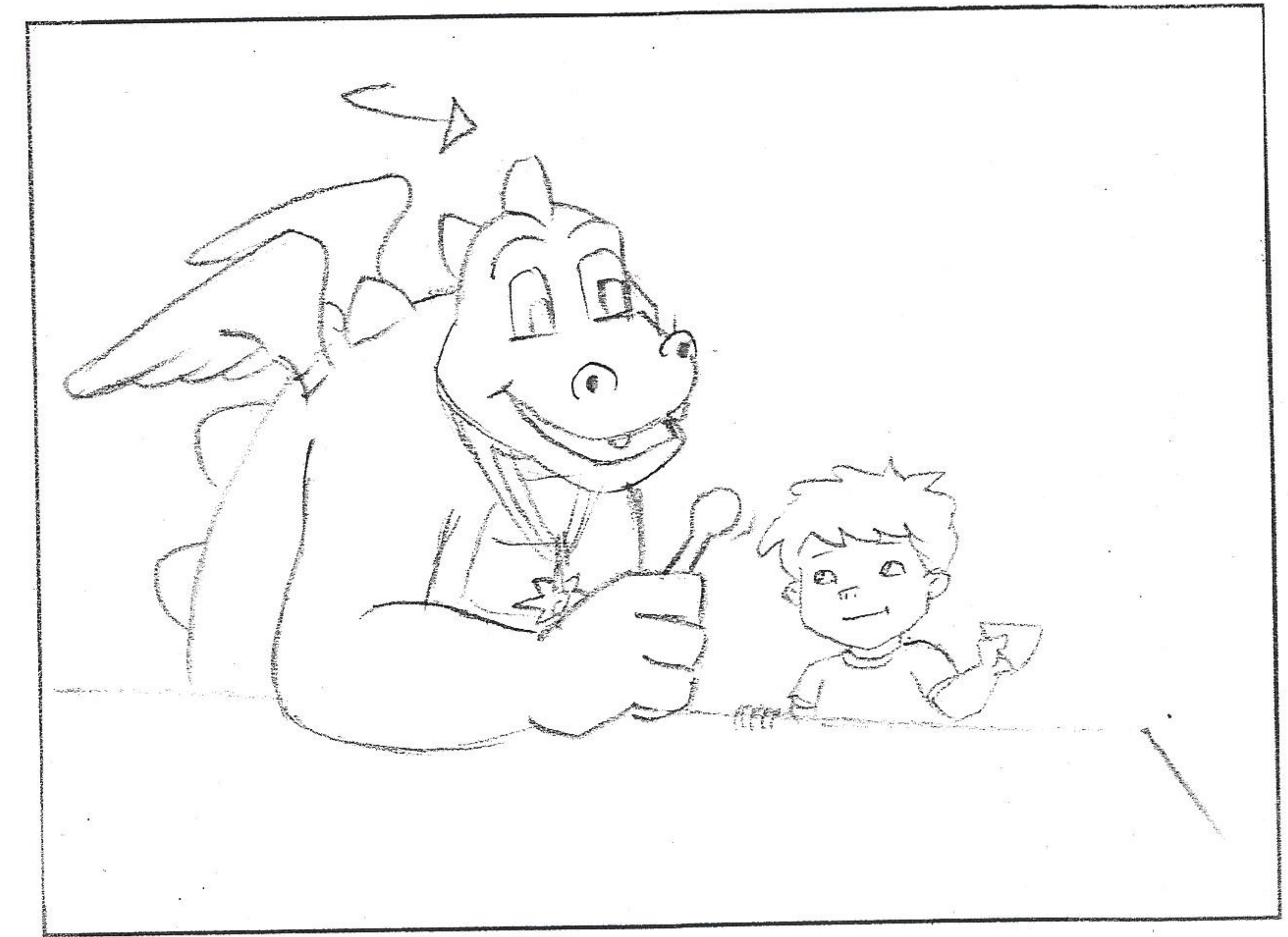
ACTION
MAX TAKES A CHIPAS
ORD SITS AND LOOKS AT MAX,

SC 69 PNL 4



ORD PICKS UP A SPOON.

SC 69 PNL 5

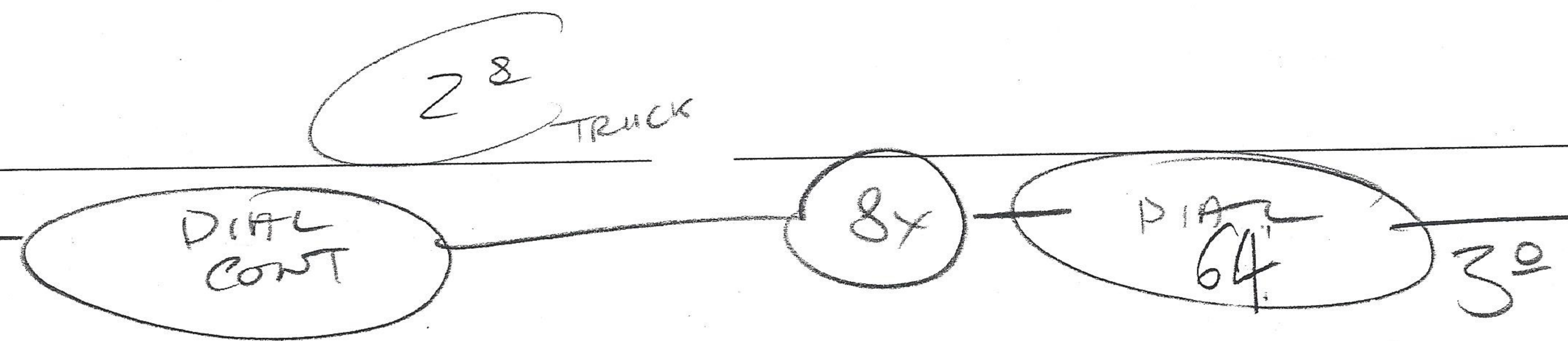


HE HOLDS IT OUT TO MAX.

DIAL
ORD
Don't forget...

65 ORD
...your spoon.
CUT

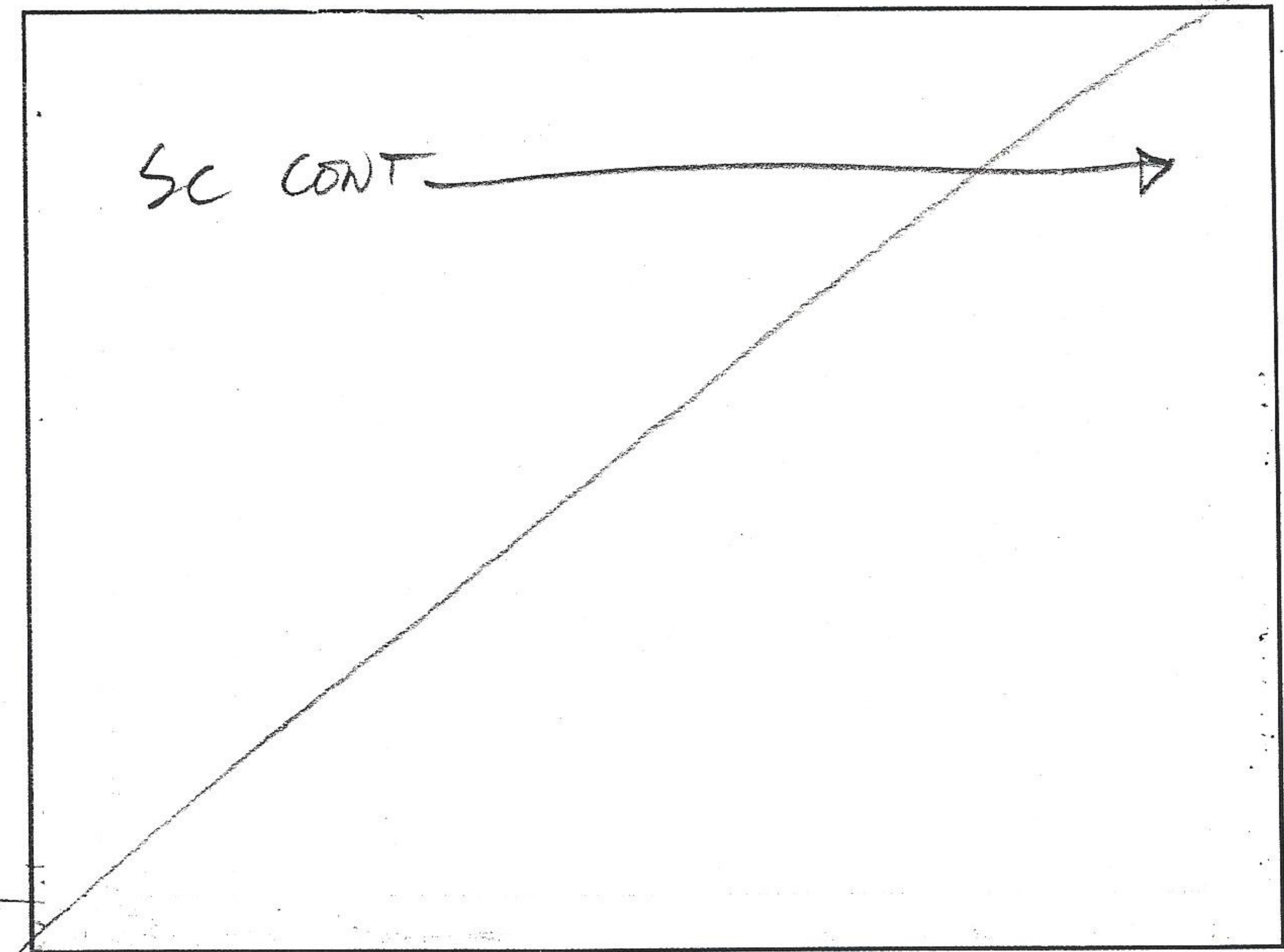
TIMING



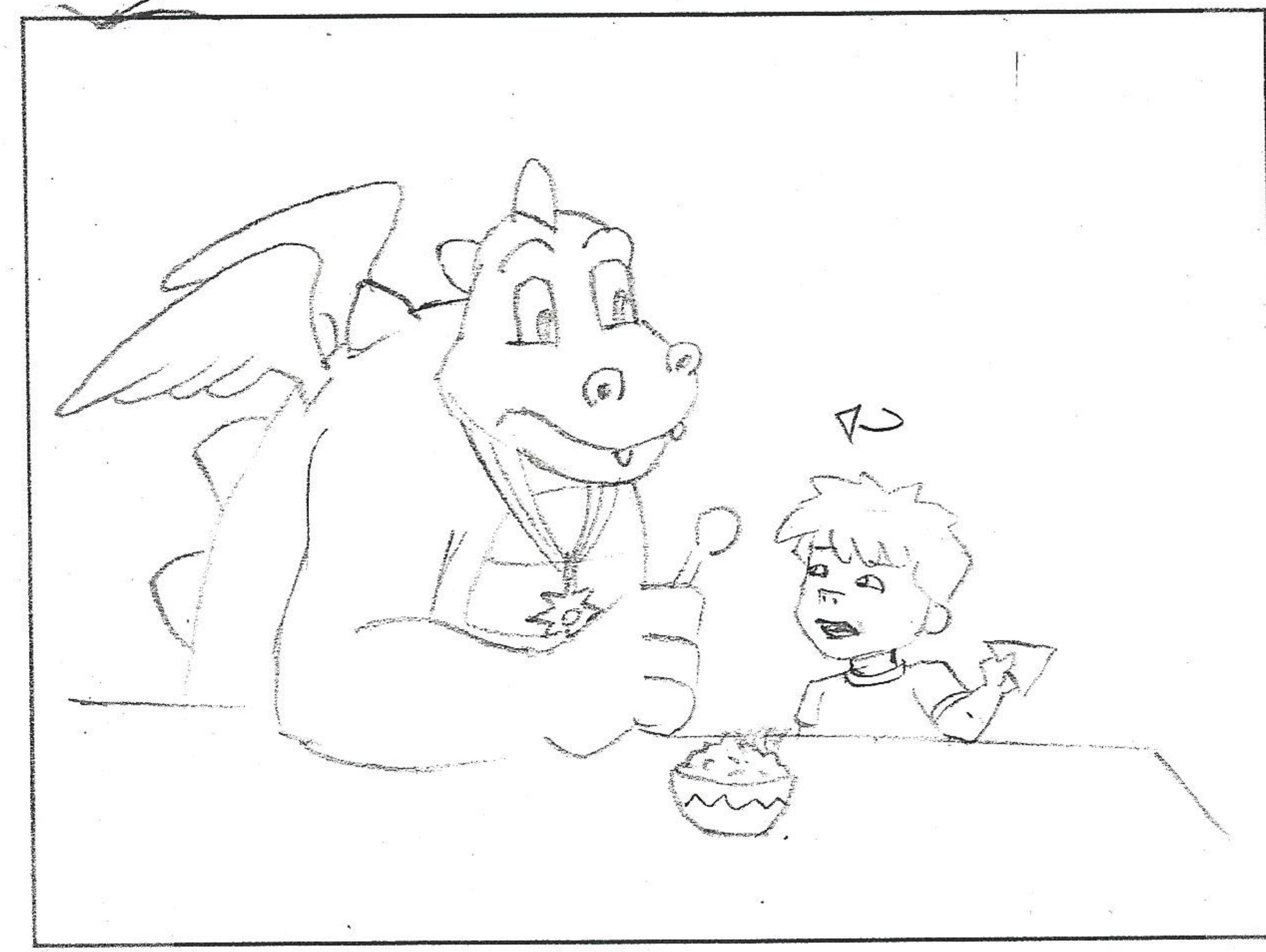
SC PNL

SC 69 PNL 6

SC 69 PNL 7



ACTION



ON ORD HOLDING A SPOON FOR MAX.
MAX HAS A CHIP.



MAX DIPS THE CHIP IN
GUACAMOLE.

DIAL

MAX 65
uh... That's not the right way.

TIMING

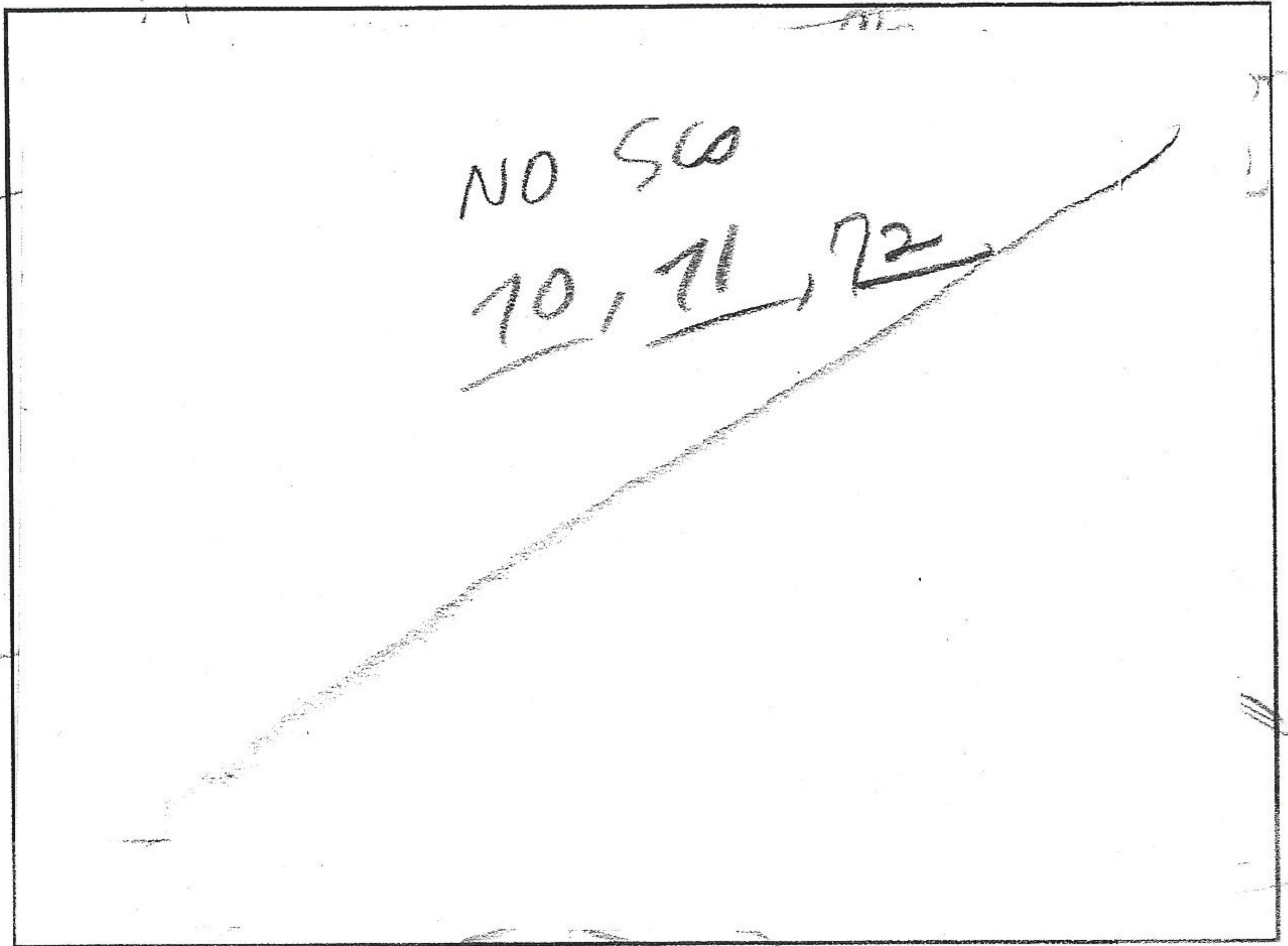


SC 69 PNL 8

SC 69 PNL 9

SC PNL

no page 85



ACTION

HE EATS IT.

AND CHEWS AS HE LOOKS
AT ORD.

HOCK UP TO 72

DIAL

(66) (disappointed)
Ord: oh.

TIMING

SC 73 PNL 1

BG F-6
AND OL-UL

SC 73 PNL 2

SC 73 PNL 3



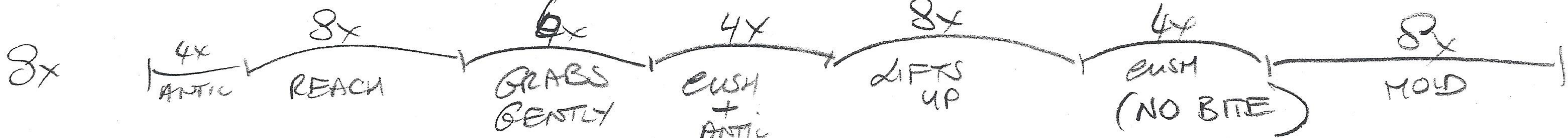
ACTION

ON CASSIE WITH A
BURRITO ON HER PLATE.

SHE TAKES IT...

...AND IS GOING TO EAT IT
CORN ON THE COBB STYLE.

DIAL



TIMING

3²

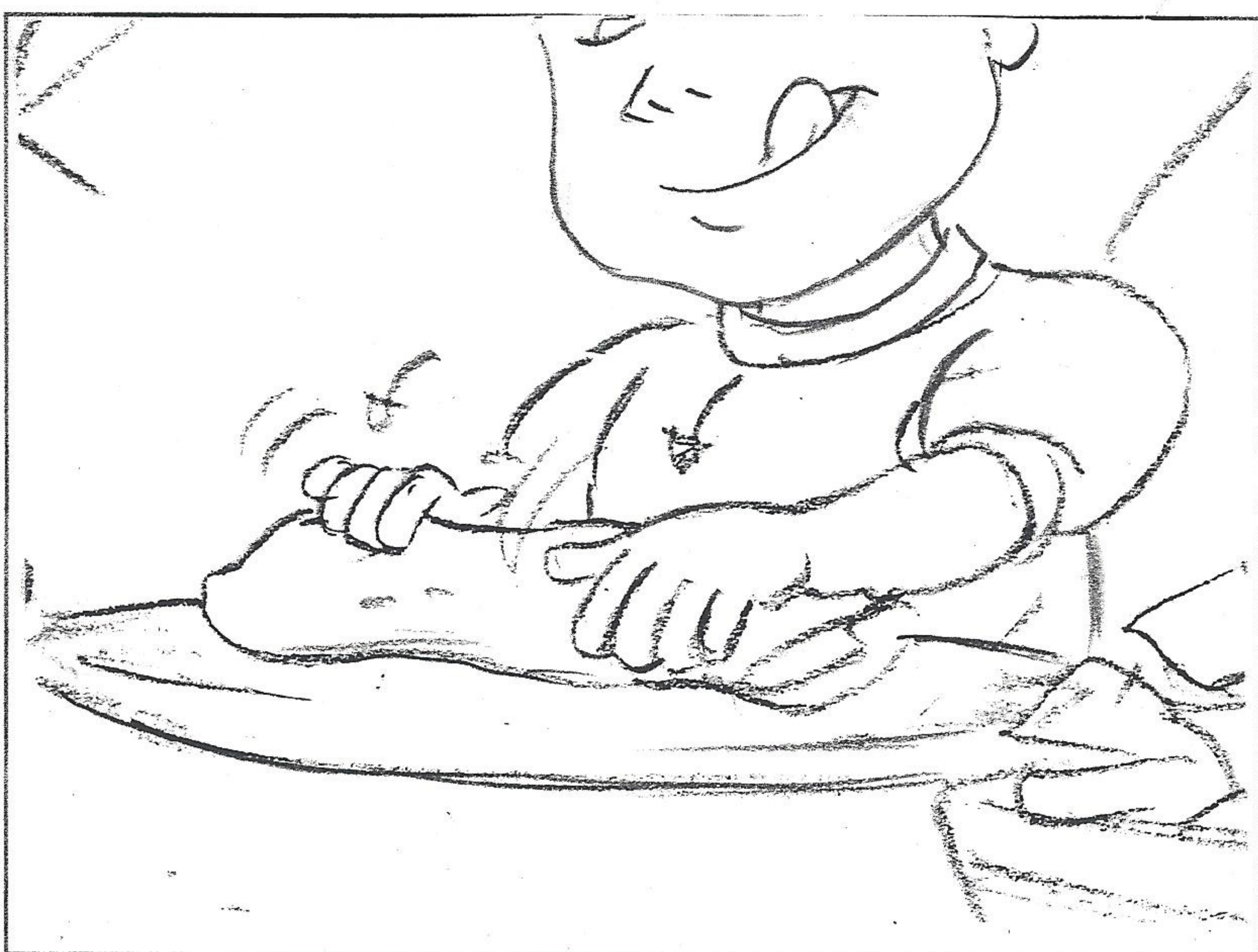
SC 73 PNL 4



ACTION

SHE STARTS TO TAKE A BITE...

SC 74 PNL 1



close on MAX as he
carefully rolls up his
burrito like Emmy's

SC 74 PNL 1A



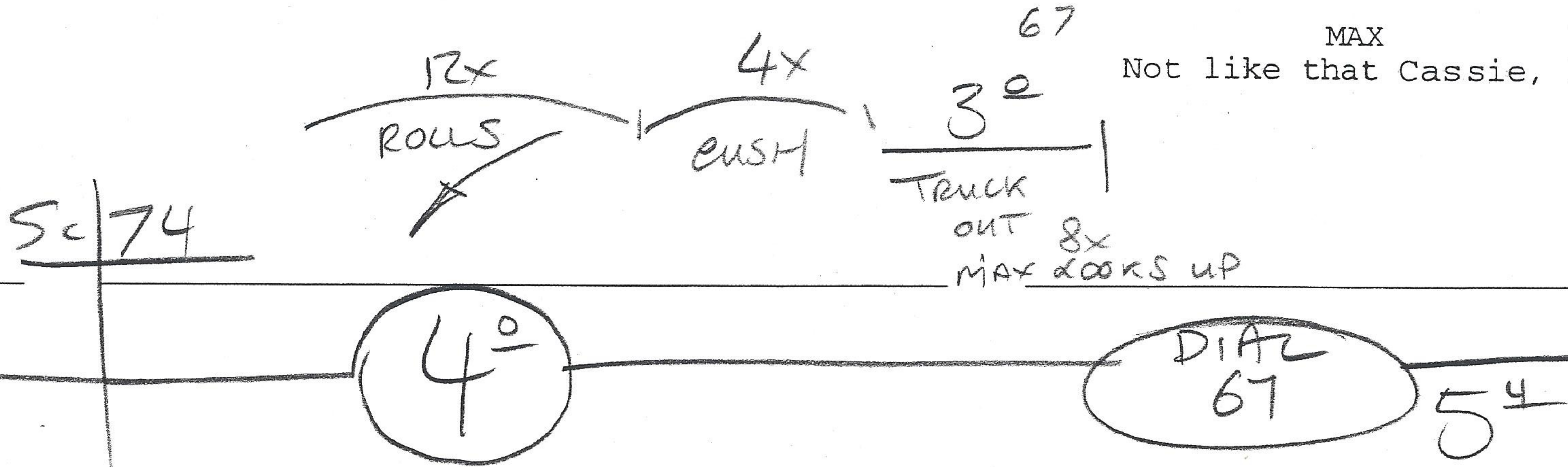
MAX SHAKES HIS HEAD "NO"

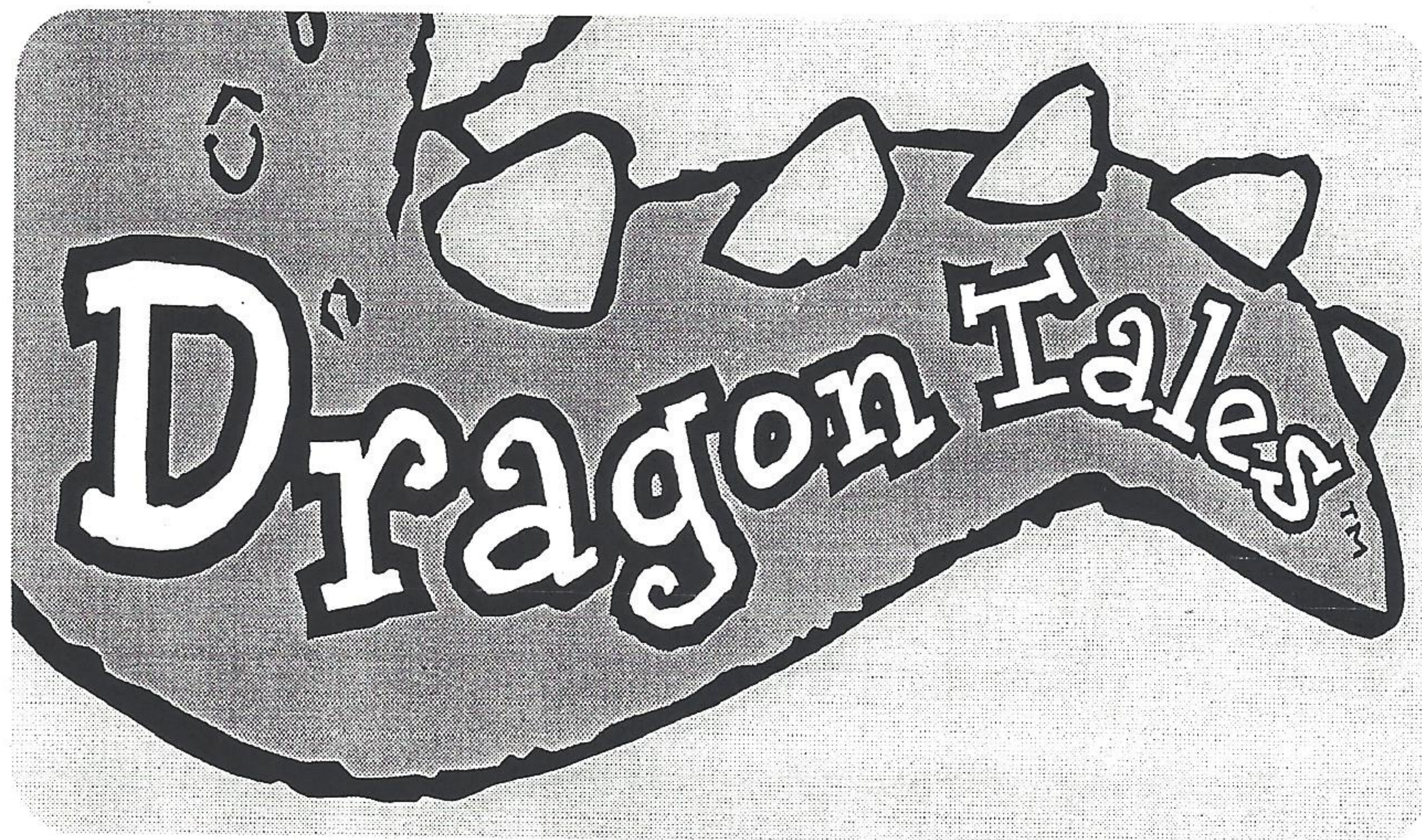
BG S/A
SC 34
truck-out

DIAL

MAX
Not like that Cassie, like this.

TIMING





Season Three
TIMING NOTES

CHARACTER DESCRIPTIONS:

(These are brief – please see show bible for more detail)

Emmy: Six year old girl, sweet and smart, an organizer and problem solver, looks after brother Max.

Max: Four year old boy, curious and active, likes sports, games, adventures, loves going to Dragonland.

Enrique: Emmy & Max's new neighbor from Colombia and Puerto Rico. He's Emmy's age, a shy, but smart kid, loves to teach others about his culture and eager to make new friends in his new country.

Cassie: Smallest and youngest of young Dragons. Shy, sweet and smart.

Wheezie/Zak: A two-headed brother and sister dragon, the oldest of the young dragons.

Wheezie: Very energetic and loud, gestures a lot, practical joker, silly sense of humor.

Zak: Somewhat anxious, reacts to Wheezie, usually a beat or two behind her.

Ord: Big and big hearted, slow and dim-witted, lots of awkward hand gestures.

Quetzal: Kindly wise, old teacher, moves and talks slowly and gently.

CYCLES:

Walks

Runs

Wing flap

(always w/BLDX sparkle efx)

**Max + Emmy
+ Enrique**

10xs

8/6xs on 1xs

Cassie

10xs

8xs

8 up, 4 down

Zak+Wheezie

12xs

10xs

10 up, 6 down

Ord

12xs

10xs

10 up, 6 down

Quetzal

16xs

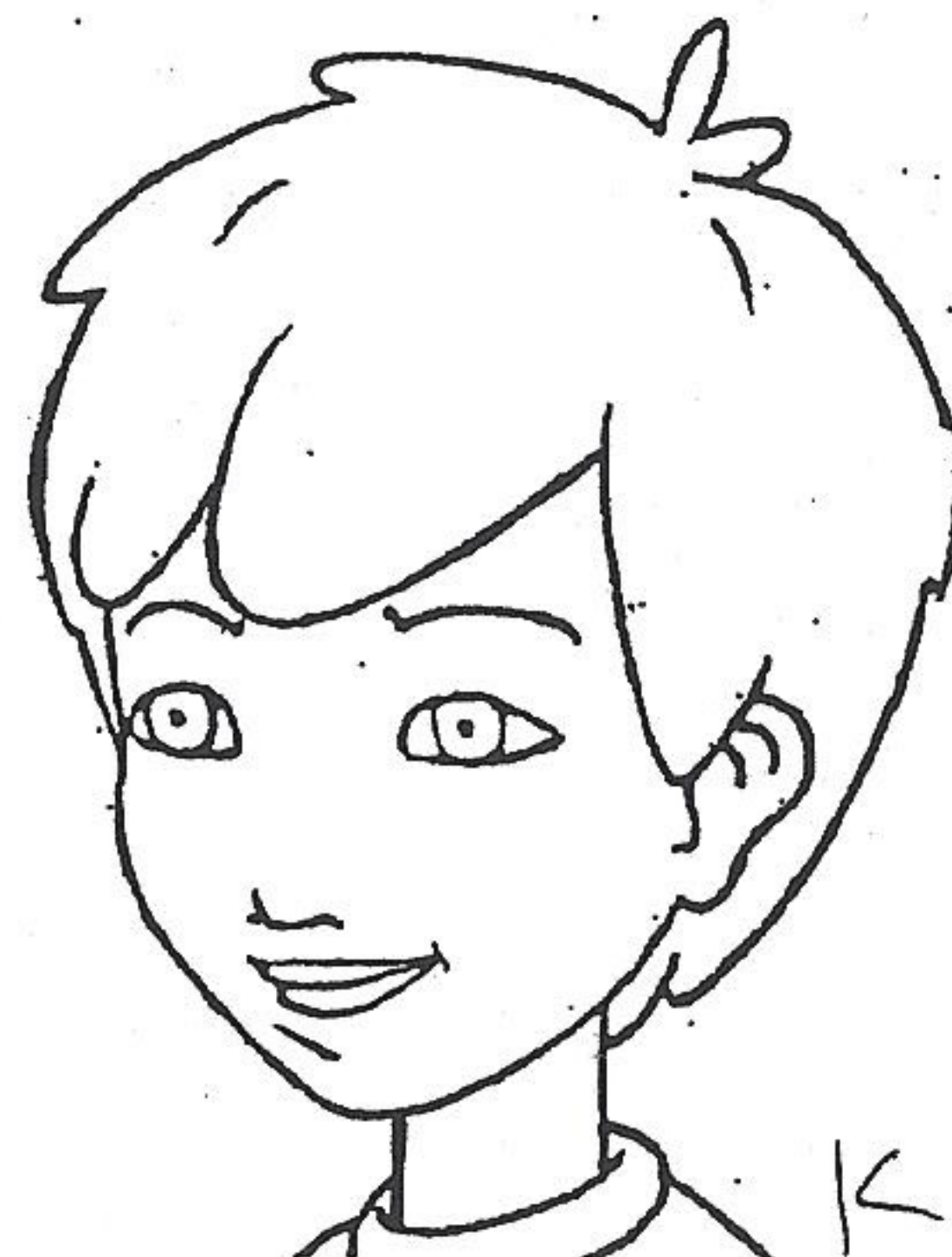
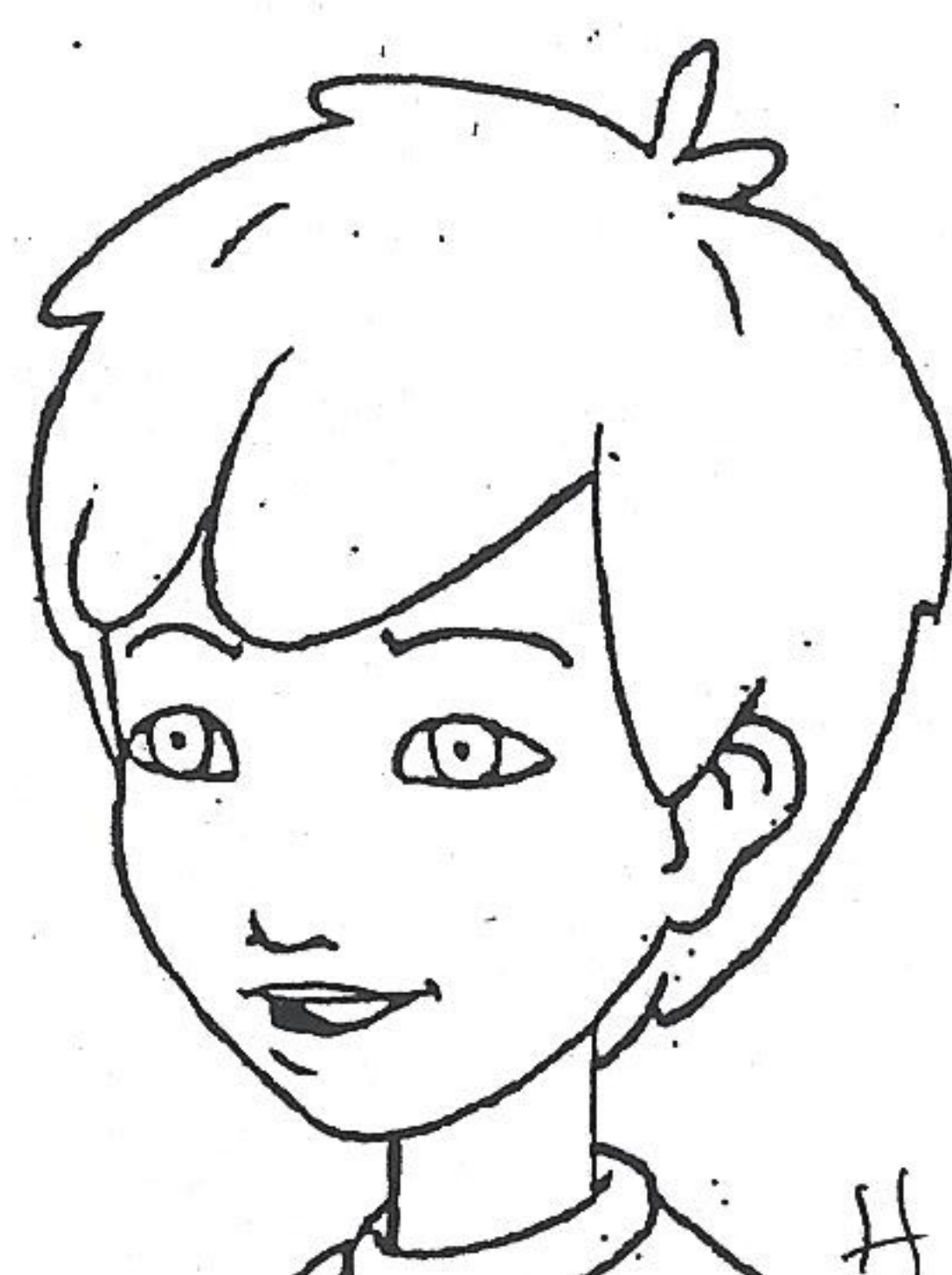
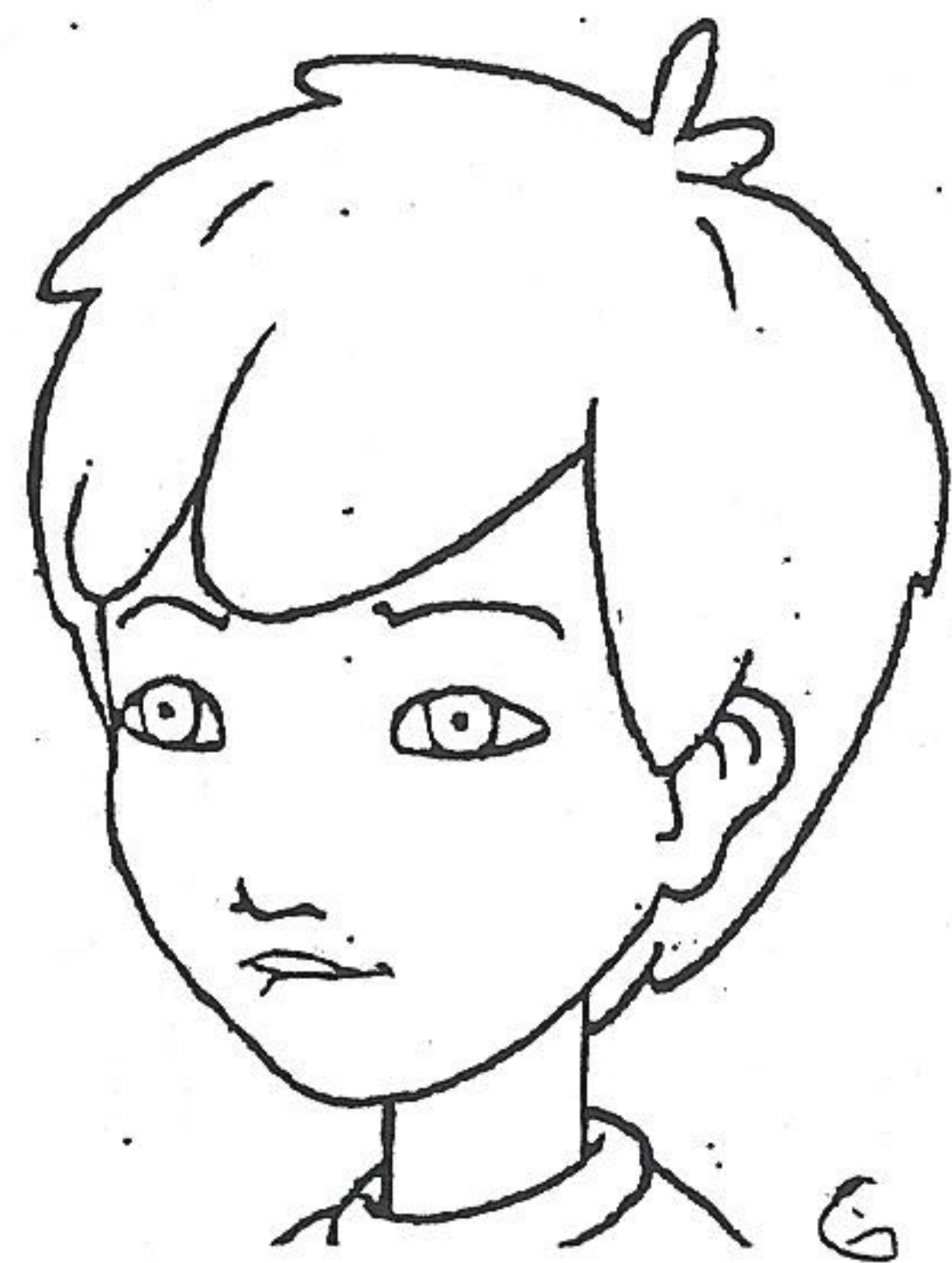
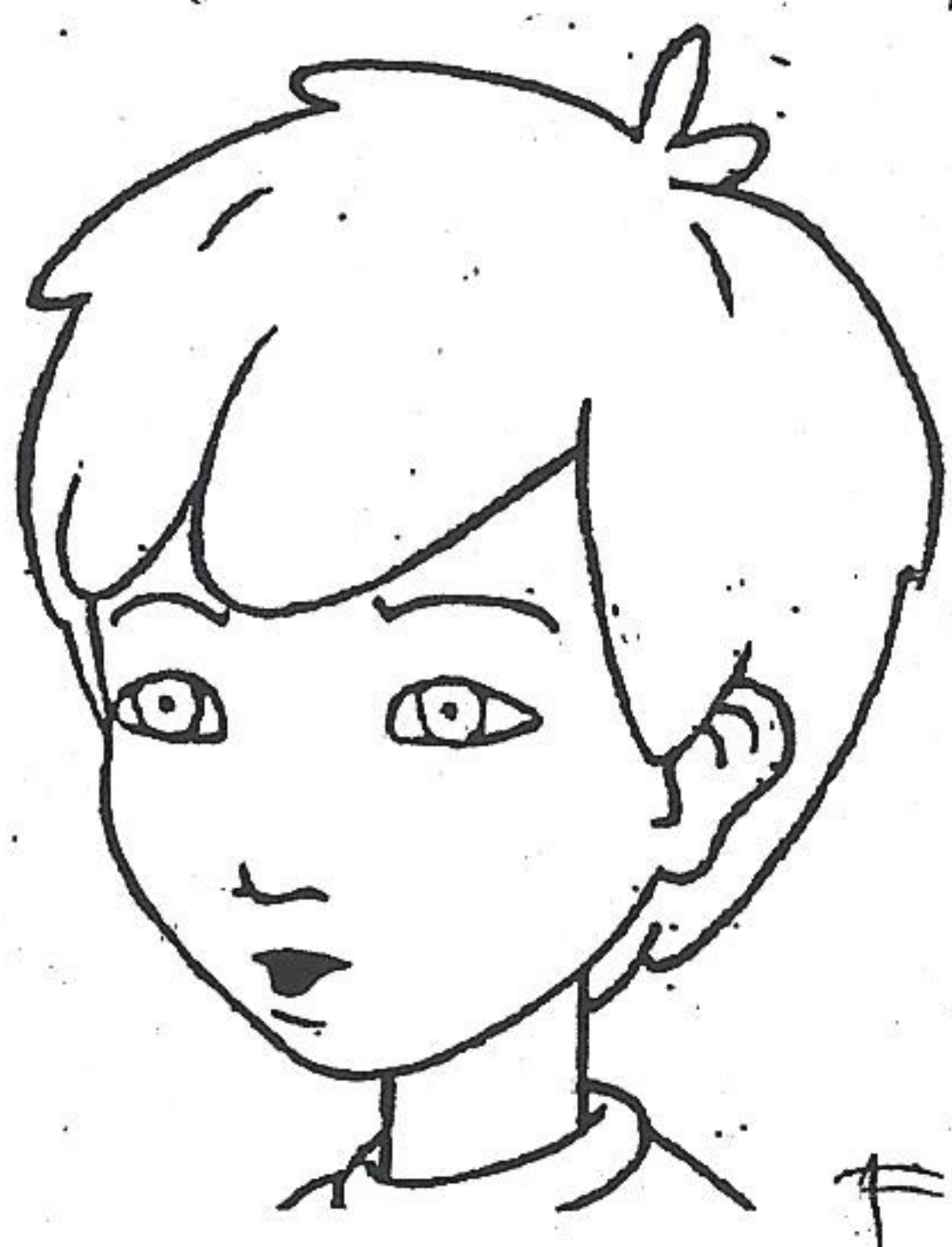
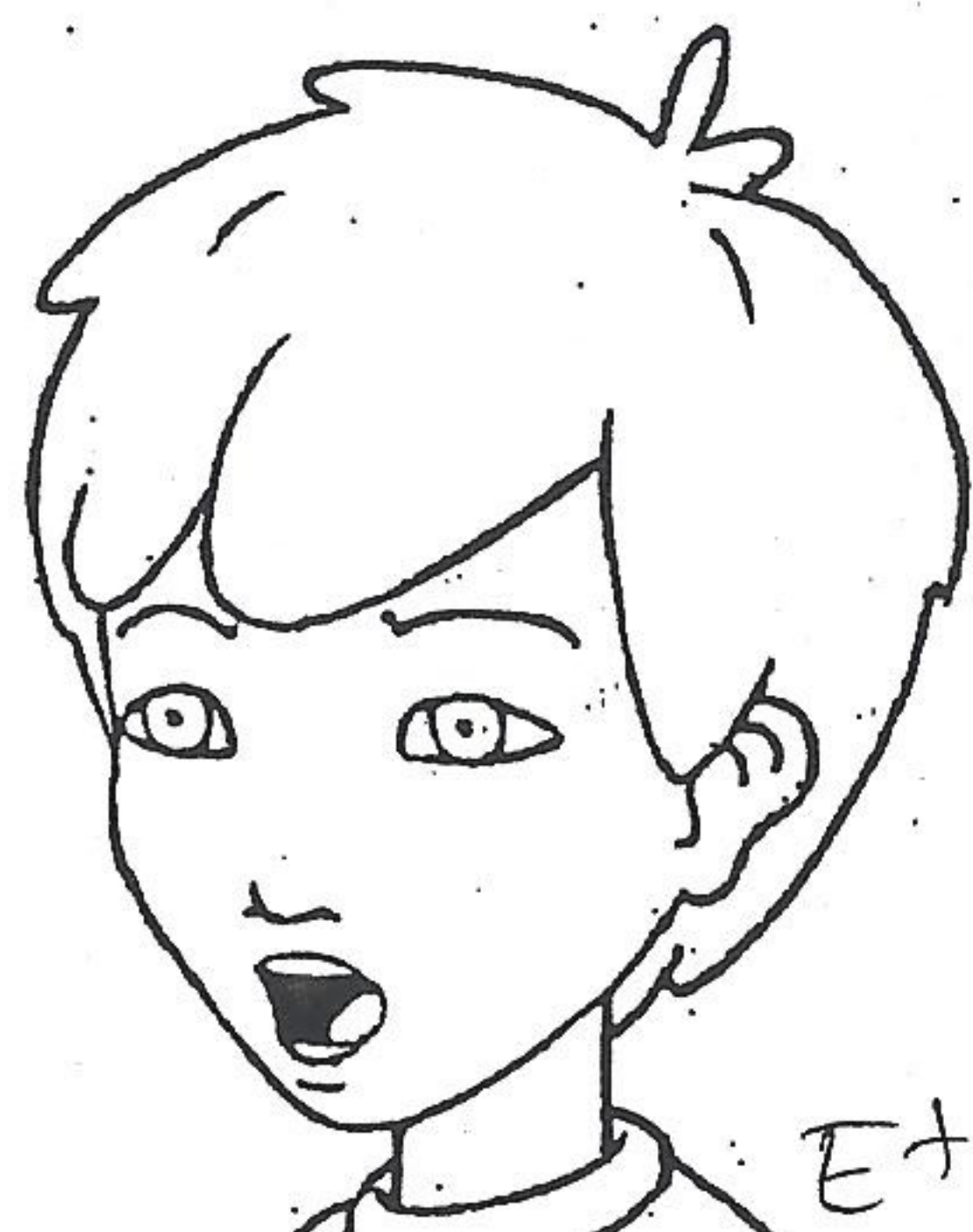
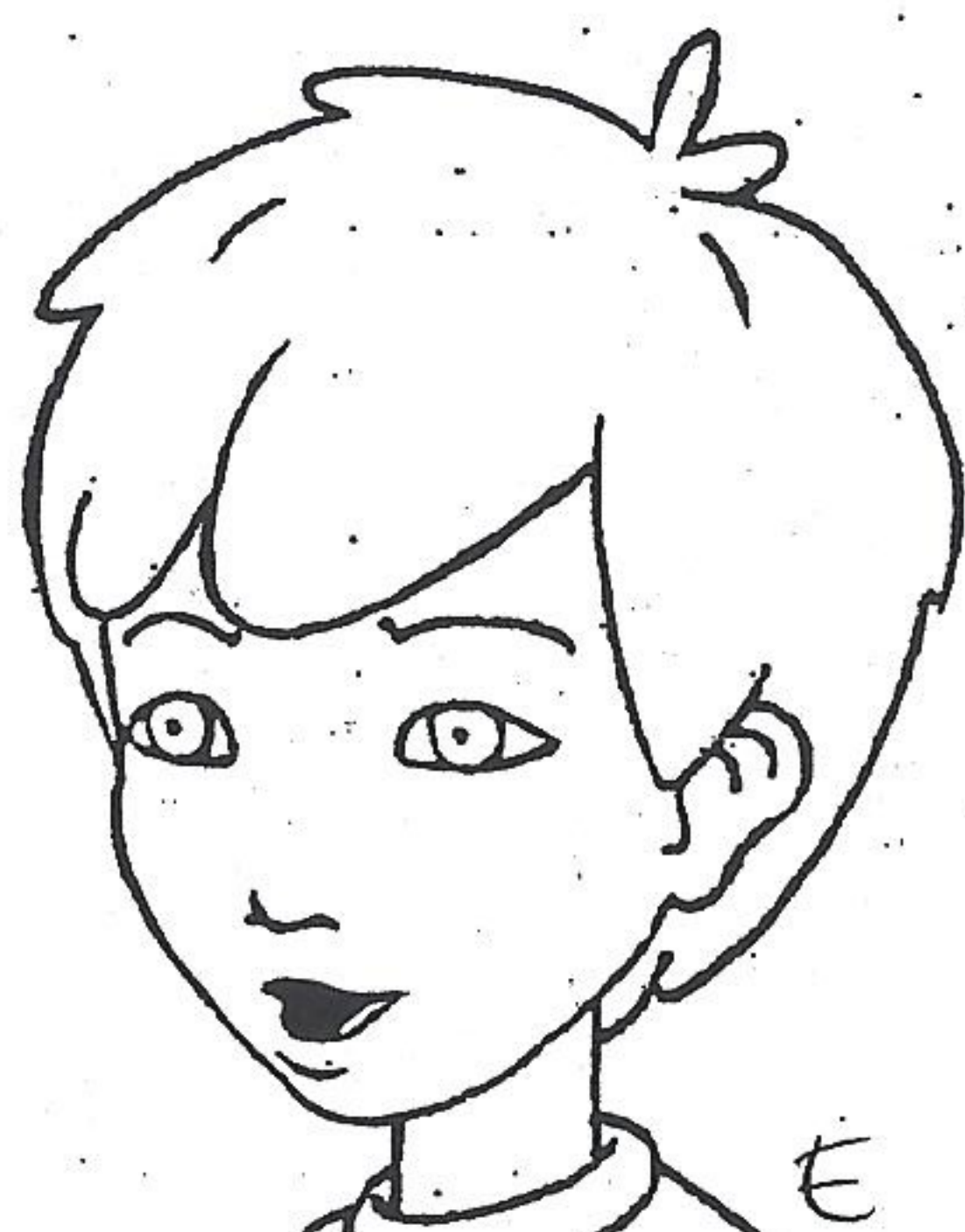
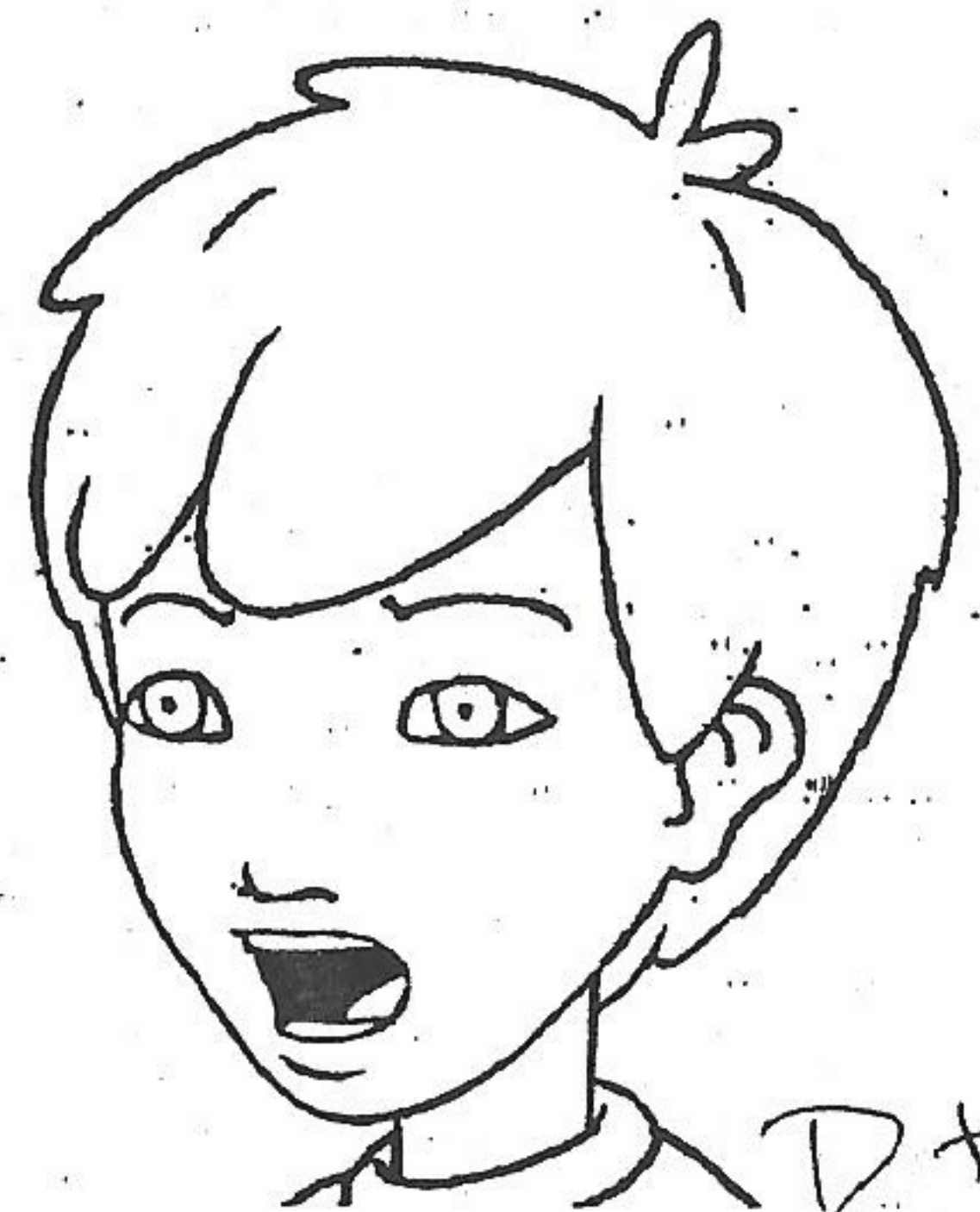
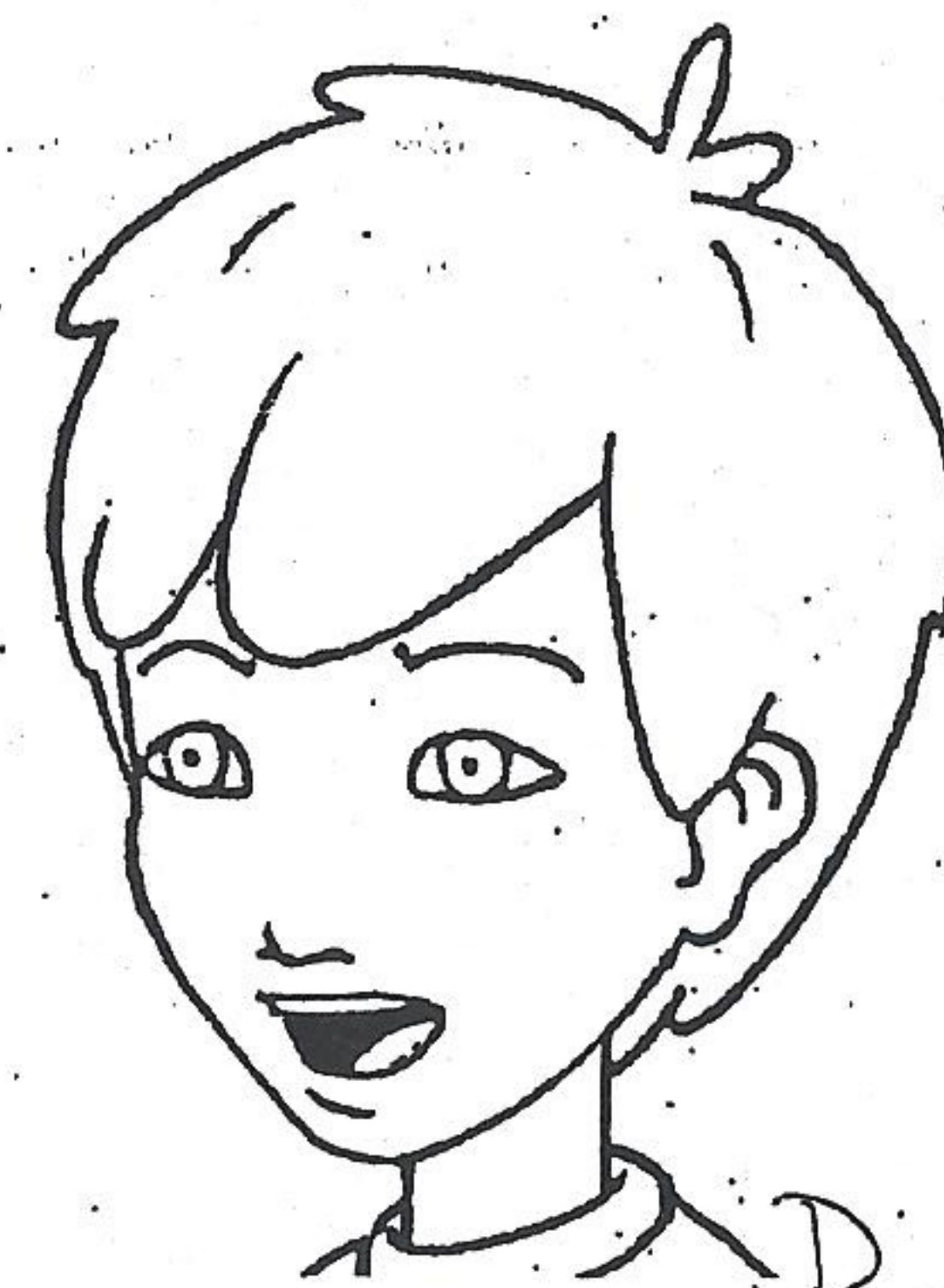
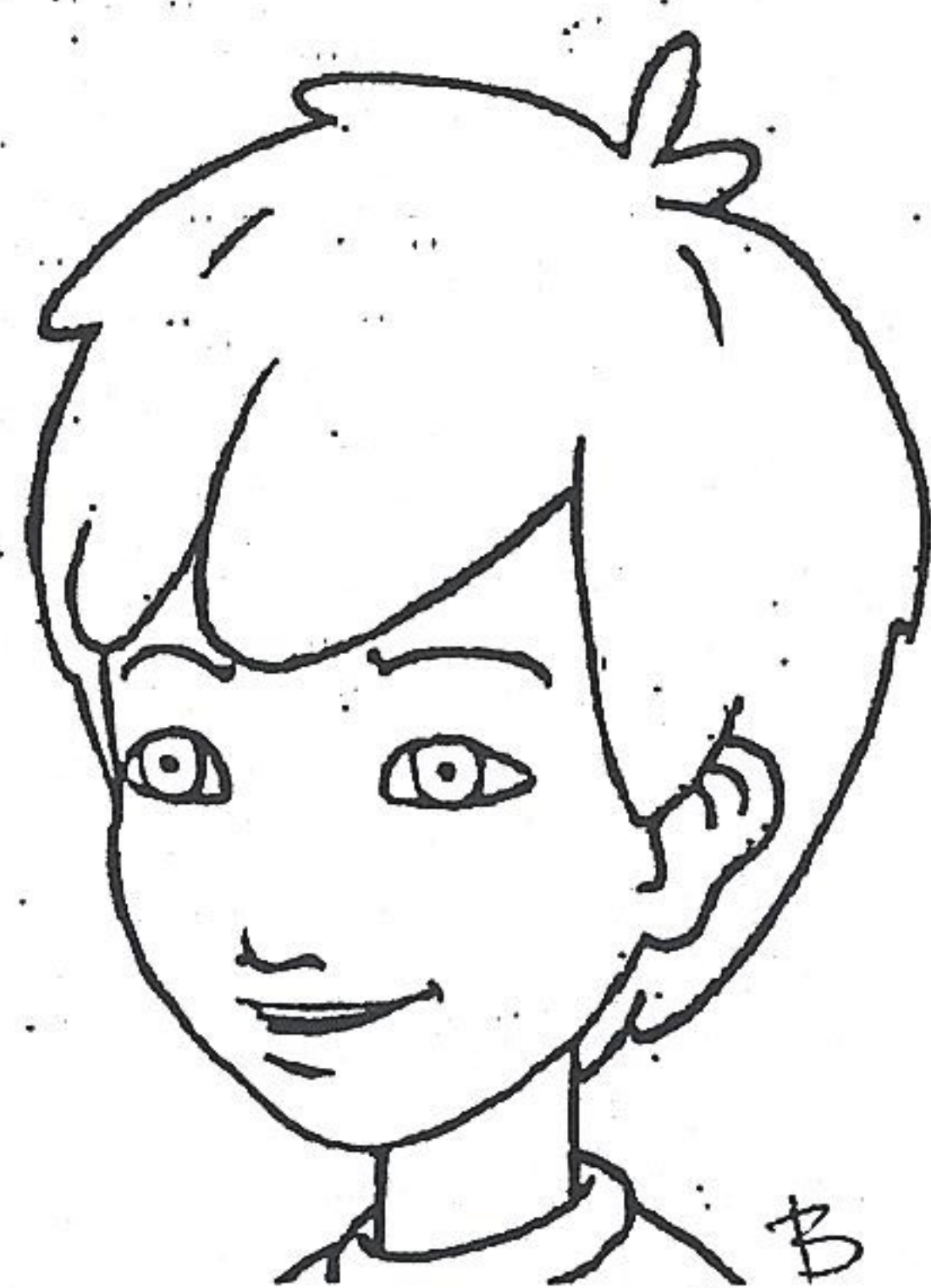
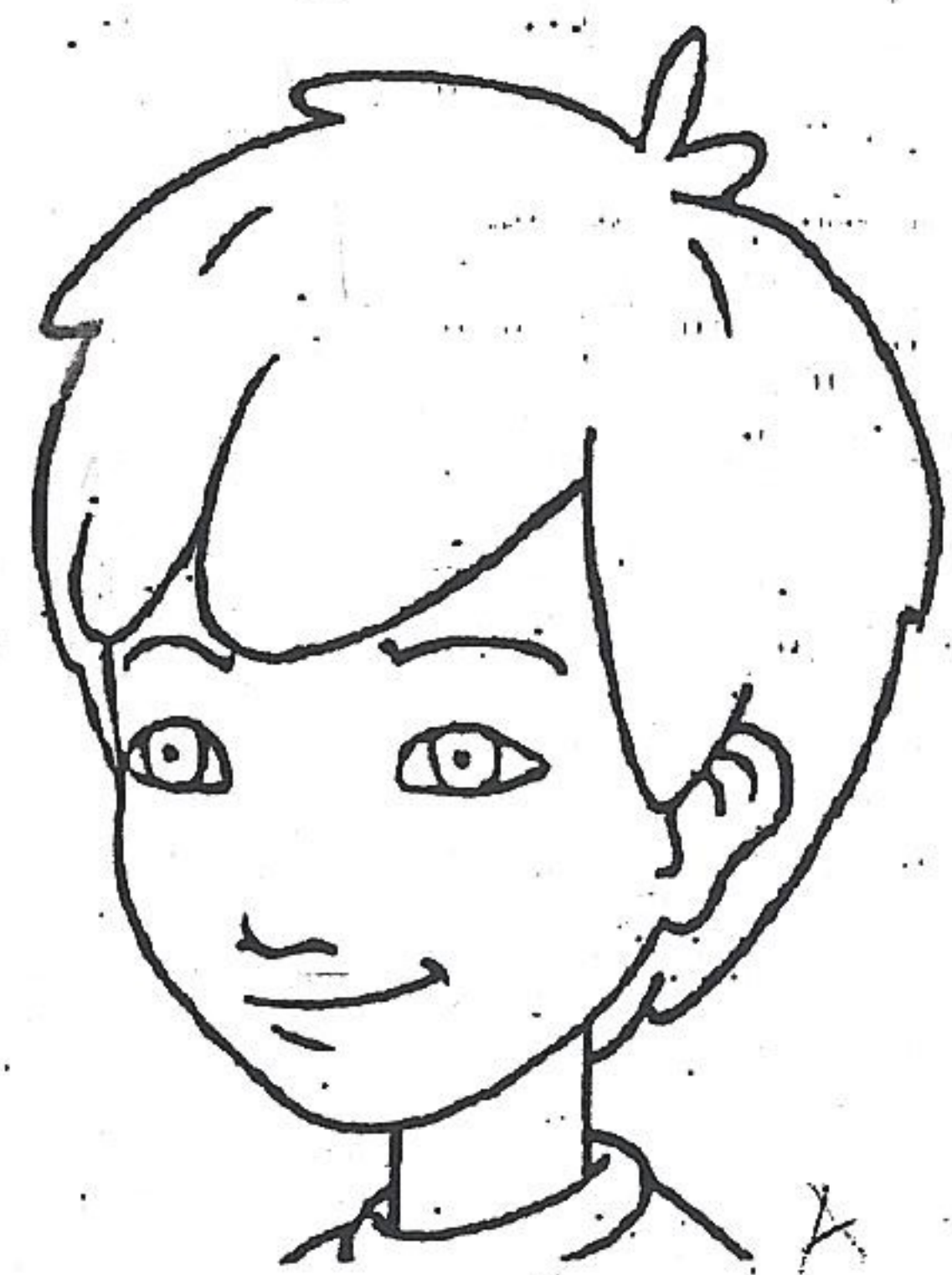
GENERAL DRAGON TALES GUIDELINES

- ◆ The first "Stock" sequence, "I wish, I wish with all my heart..." should always have the same timing direction and footage - wardrobe and/or props may change. Refer to the sample and flag and make changes on individual shows if the slugs are off. Entering & leaving Dragonland and returning to the kids playroom will have slightly different timing and EFX for each show, please follow the slugs on the board.

- ◆ While dragons are flying overlap and follow through their tails, heads and fins. With kids aboard o'lap & follow through the kids hair & clothes and note subtle or large action as needed.
- ◆ Close ups and medium shots of dragons suspended in the air should be animated with a gentle hover, slight action on wings flapping and subtle BLDX sparkle EFX.
- ◆ Dragons are the only animals who's wings sparkle. No sparkles on Eunice the unicorn, the Doddle Faries, etc...
- ◆ Dx all cast shadows
- ◆ Kids blink on 6-8x. Dragons blink on 8-10x.
- ◆ Avoid speed lines, use Dx dry brush efx occasionally.
- ◆ Watch story board for characters with closed eyes and eyes with "floating" pupils. We want to avoid both so change or flag the board if we missed it. Obviously characters can have their eyes closed if the action calls for it, but make sure the action does call for it.



- ◆ Housekeeping is very important. Fill out the top & bottom of each x-sheet with the page #, prod #, your name, act & scene #. Many thanks from Holly and especially SANDI!!
- ◆ Camera column and lip assignment in red please.
- ◆ We are asking for more finesse in the timing and animation this season. A few things to keep in mind to make this new season look fresh are:
 - add a bit more thought and detail in descriptions
 - more thumb nails and expressions on the x-sheets
 - more attention to & calling for over lapping action
 - make sure groups move not as one entity, but with some variation
 - when the dragons fly as a group, make sure they fly "not in unison"
 - if there's a long pan or a very wide shot of the dragons flying add some variety to the path of action.





©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

CATEGORY:

MAIN CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

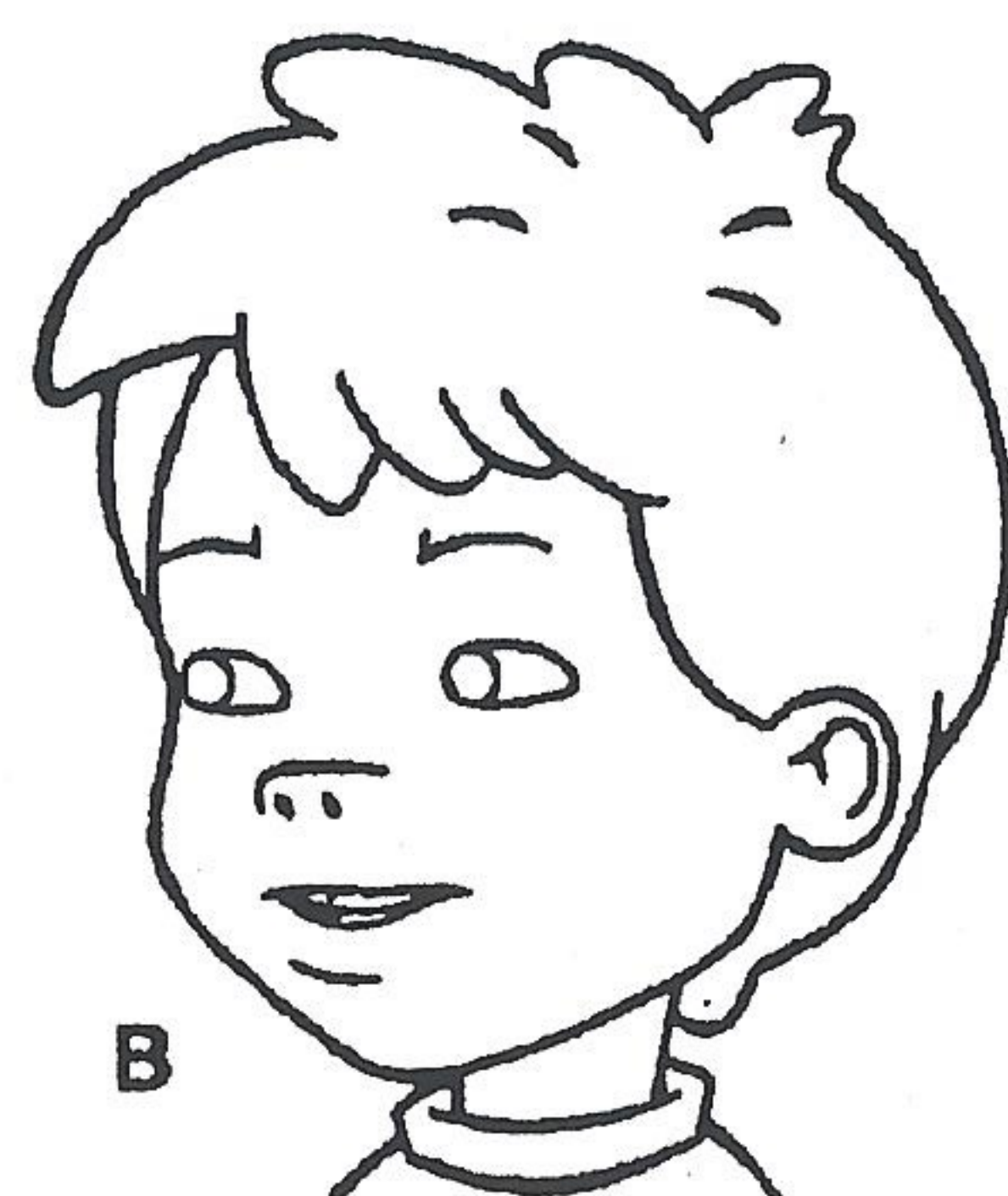
DT000-101-11

DATE REVISED:

Date: 3/9/2004



A



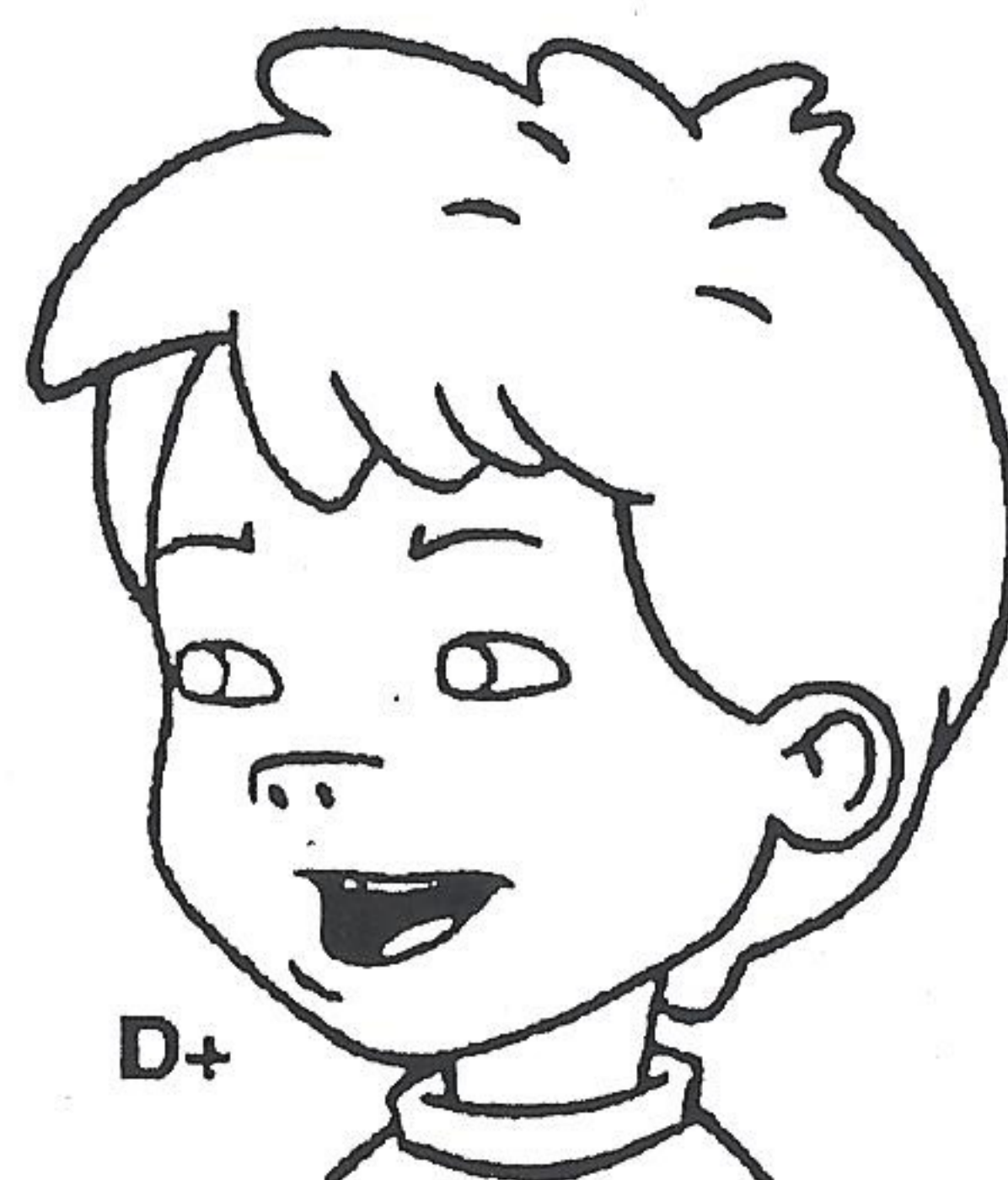
B



C



D



D+



E



E+



F



G



H



K

MAX

Notes:

MOUTHCHART



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

INCIDENTAL CHARACTER

CATEGORY:

INT/EXT DAY/NITE

SCENE NO ACT NO

SERIAL #

DT000-200-11

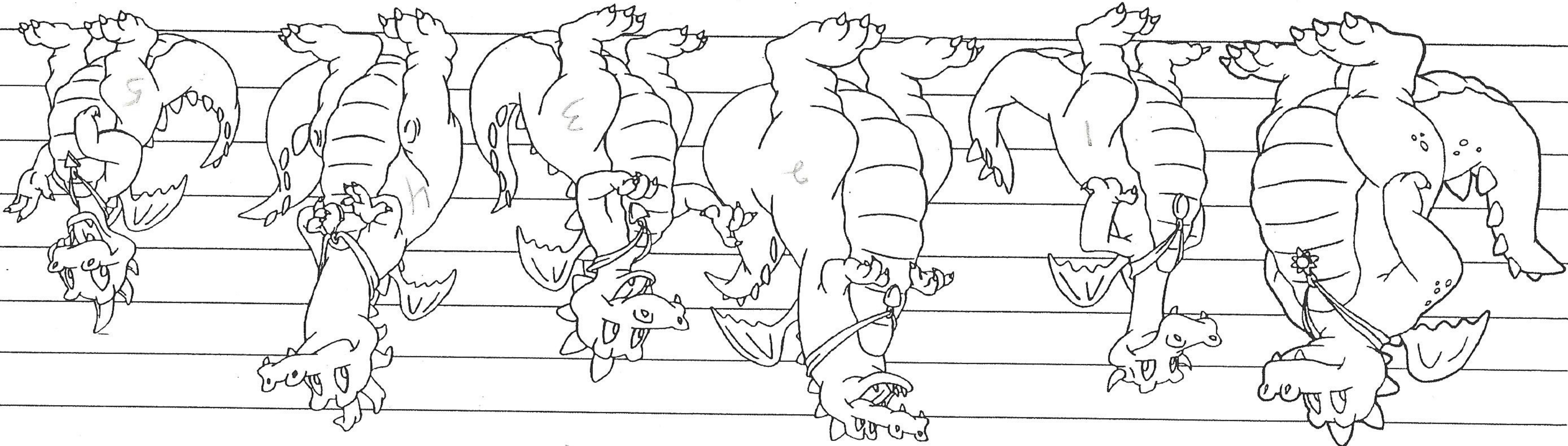
Date: 3/9/2004

DATE REVISED

MISC. DRAGONS LINEUP #1

Notes:

MALE DRAGONS





©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

CATEGORY: INCIDENTAL CHARACTER

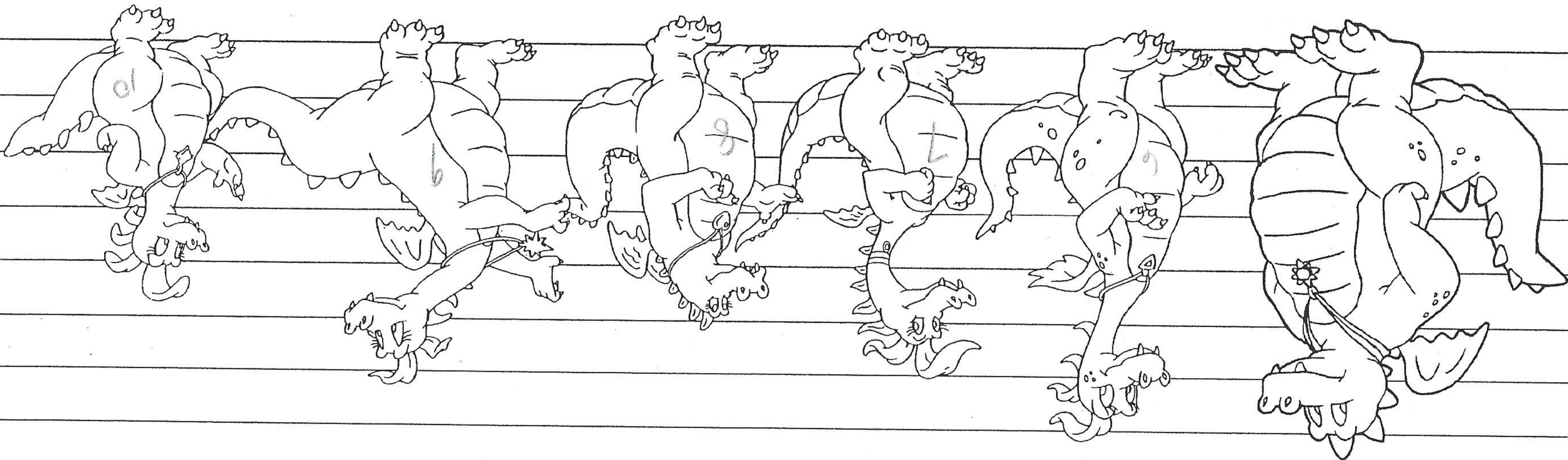
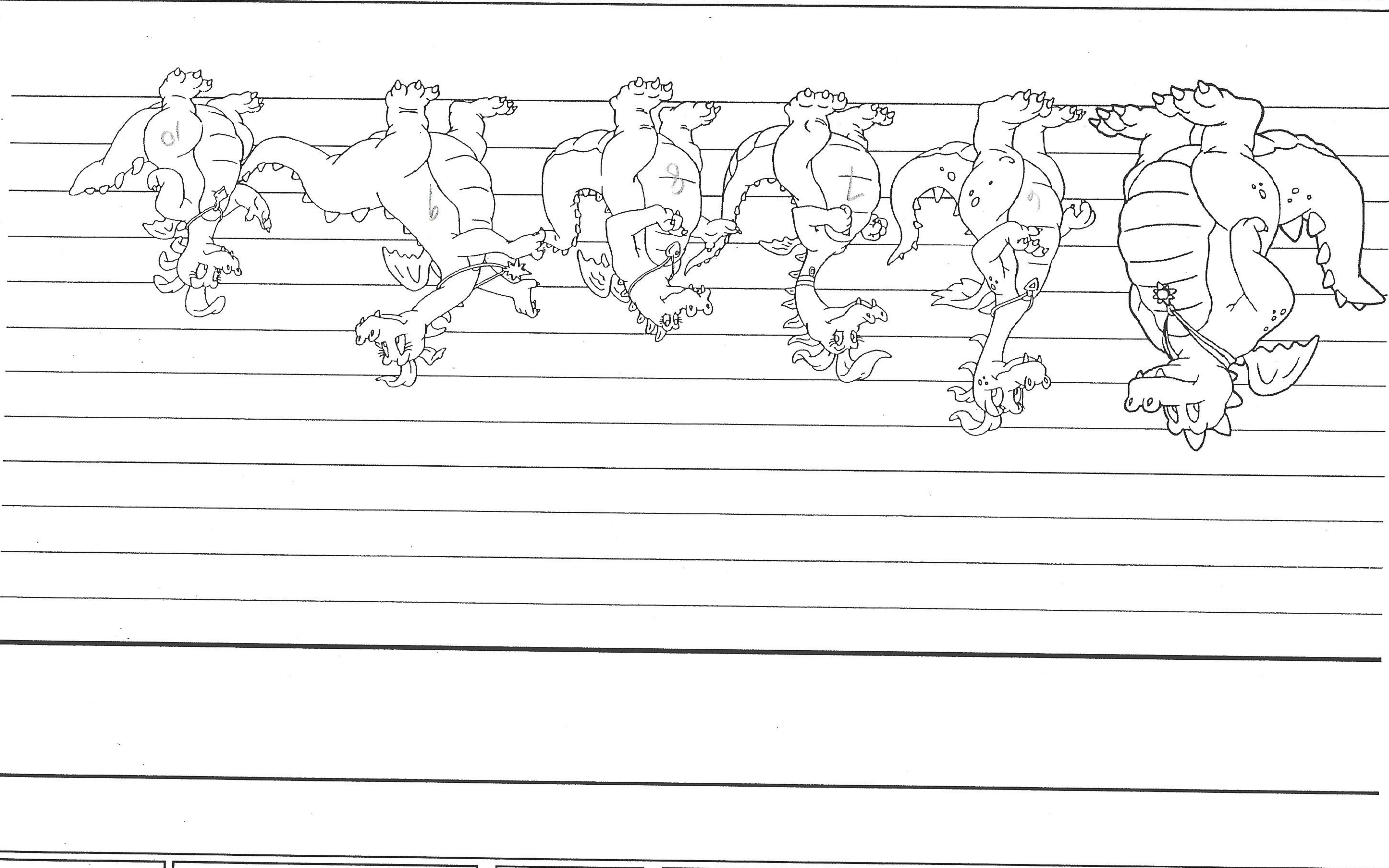
INT/EXT DAY/NITE

SCENE NO ACT NO

SERIAL # **DT000-200-12**

Date: 3/9/2004

DATE REVISED:



MISC. DRAGONS LINEUP #2

Notes:

FEMALE DRAGONS



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT220-B-TEASING IS NOT PLEASING**

CATEGORY: INCIDENTAL CHARACTER

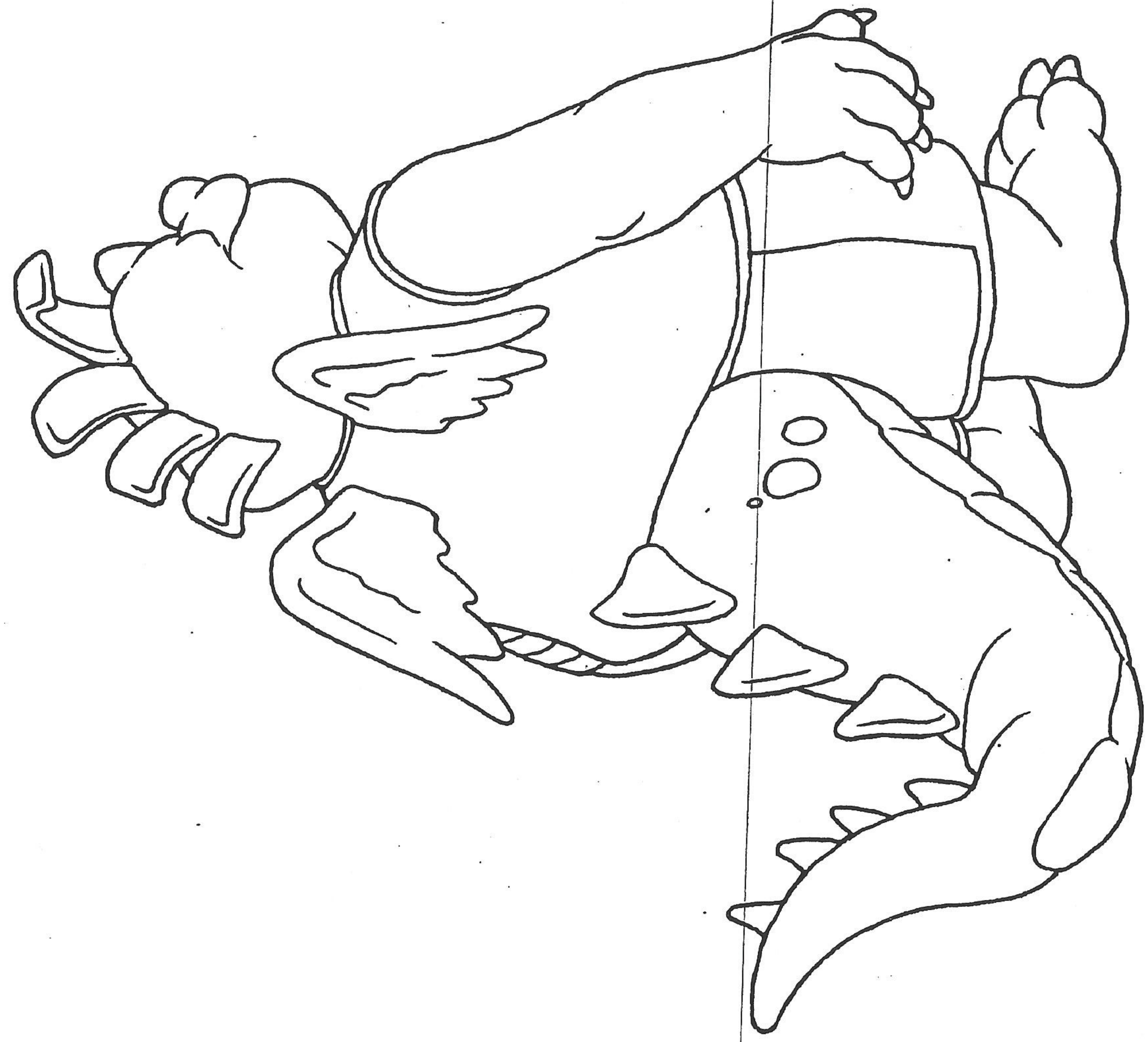
INT/EXT DAY/NITE

SCENE NO 26
ACT NO B

SERIAL # 220B-110-02

Date: 7/10/2001

DATE REVISED



LAKE TEAM DRAGON #2 3/4 REAR

SAME AS



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

DT000-200-02

DATE REVISED:

Date: 3/9/2004



MISC. DRAGON #2

Notes:

MALE DRAGON



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

DT000-200-03

DATE REVISED

Date: 3/9/2004



MISC. DRAGON #3

Notes:

MALE DRAGON



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

DATE REVISED:

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

DT000-200-08

Date: 3/9/2004



MISC. DRAGON #8

Notes:

FEMALE DRAGON



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

DT000-200-07

DATE REVISED:

Date: 3/9/2004



MISC. DRAGON #7

Notes:

FEMALE DRAGON



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

CATEGORY:
INCIDENTAL CHARACTER

INT/EXT DAY/NITE

SCENE NO ACT NO

SERIAL #
DT000-200-05

DATE REVISED:

Date: 3/9/2004



MISC. DRAGON #5

Notes: **MALE DRAGON**



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

DATE REVISED:

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

DT000-200-04

Date: 3/9/2004



MISC. DRAGON #4

Notes:

MALE DRAGON



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

DATE REVISED:

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

DT000-200-12

Date: 3/9/2004



MISC. DRAGONS LINEUP #2

Notes:

FEMALE DRAGONS



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

DT000-200-11

DATE REVISED:

Date: 3/9/2004



MISC. DRAGONS LINEUP #1

Notes:

MALE DRAGONS



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

DT000-200-10

DATE REVISED:

Date: 3/9/2004



MISC. DRAGON #10

Notes:

FEMALE DRAGON



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

DATE REVISED:

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

DT000-200-09

Date: 3/9/2004



MISC. DRAGON #9

Notes:

FEMALE DRAGON



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

DATE REVISED:

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

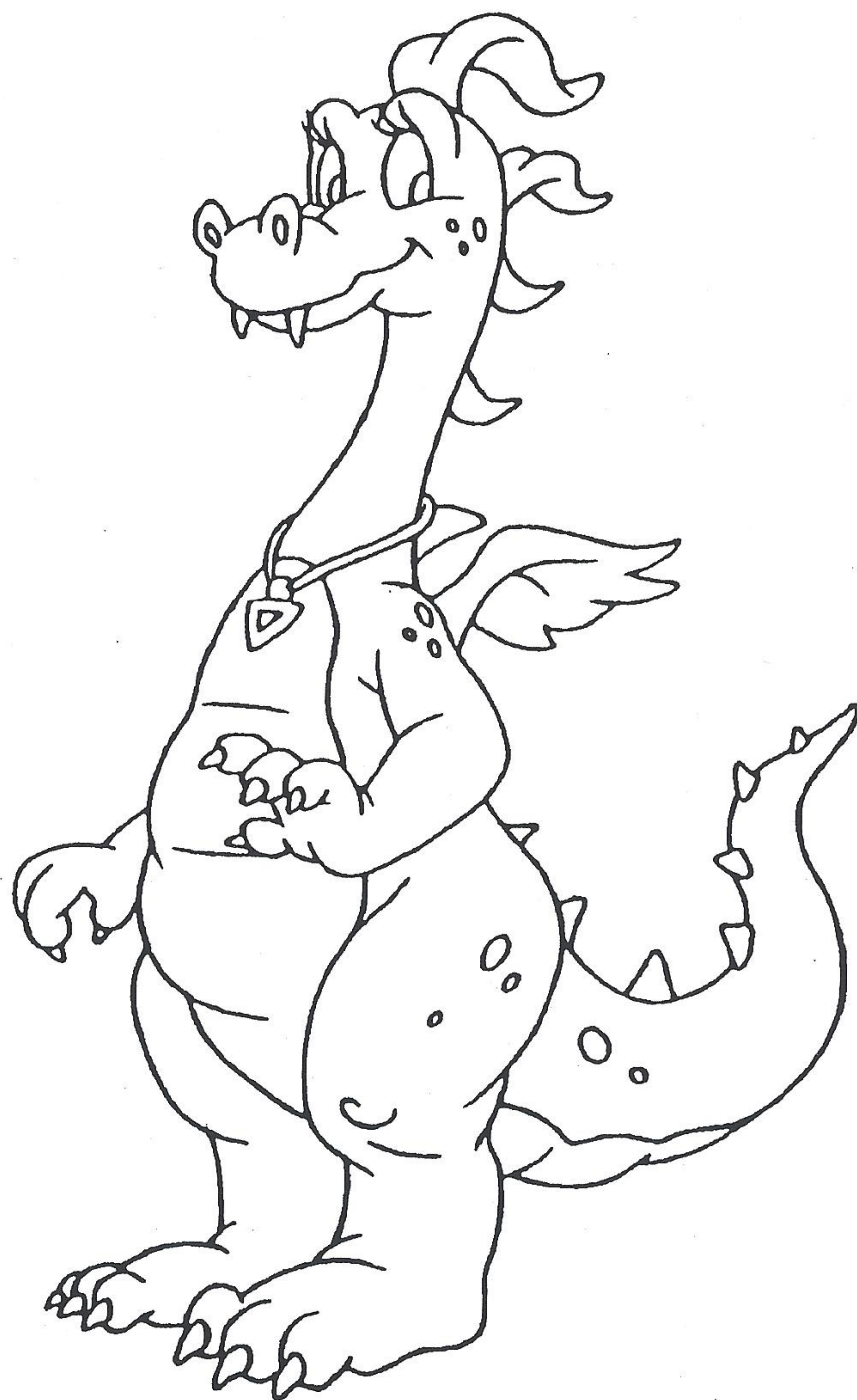
SCENE NO

ACT NO

SERIAL #

DT000-200-06

Date: 3/9/2004



MISC. DRAGON #6

Notes:

FEMALE DRAGON



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT000-MAIN MODEL**

DATE REVISED:

CATEGORY:
INCIDENTAL CHARACTER

INT/EXT DAY/NITE

SCENE NO ACT NO

SERIAL #
DT000-200-01

Date: 3/9/2004



MISC. DRAGON #1

Notes:

MALE DRAGON



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT217-A-GIVE ZAK A HAND**

DATE REVISED:

CATEGORY:
INCIDENTAL CHARACTER

INT/EXT DAY/NITE

SCENE NO ACT NO

143

A

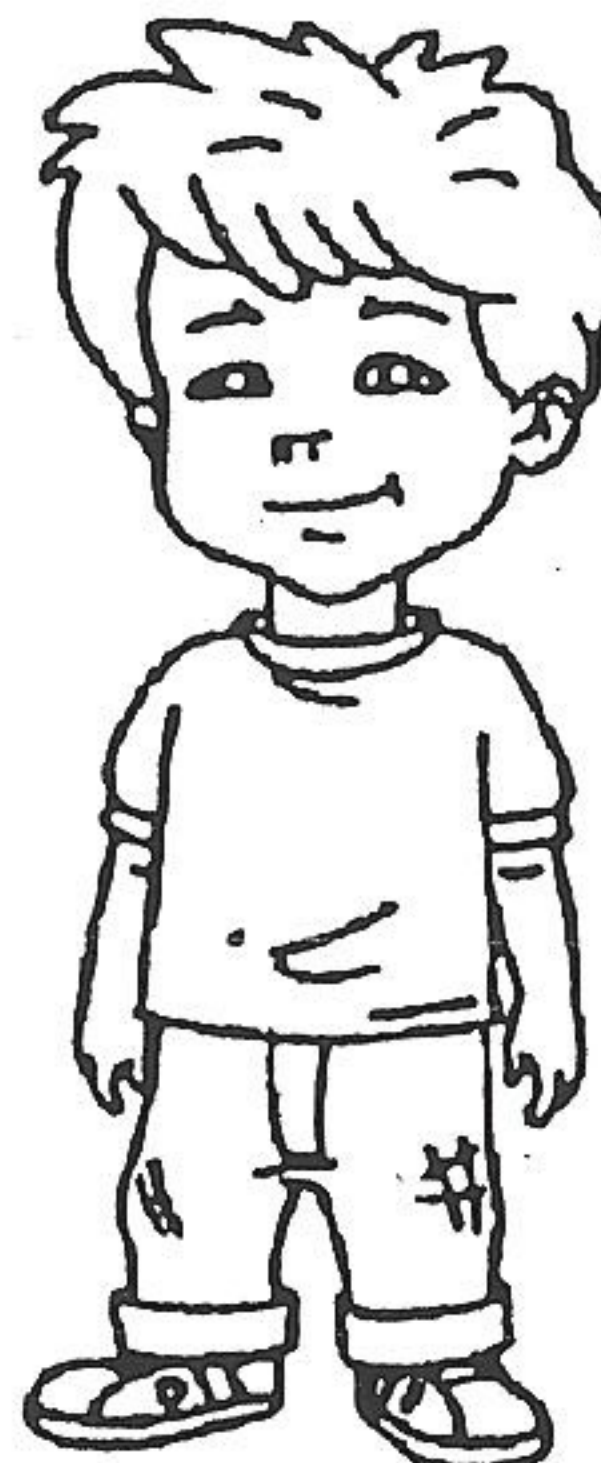
SERIAL #

217A-700-01

Date: 7/13/2001



SPIKE



MAX



ORD

SPIKE - SIZE COMP.

SAME AS



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT220-B-TEASING IS NOT PLEASING**

CATEGORY:
INCIDENTAL CHARACTER

INT/EXT DAY/NITE

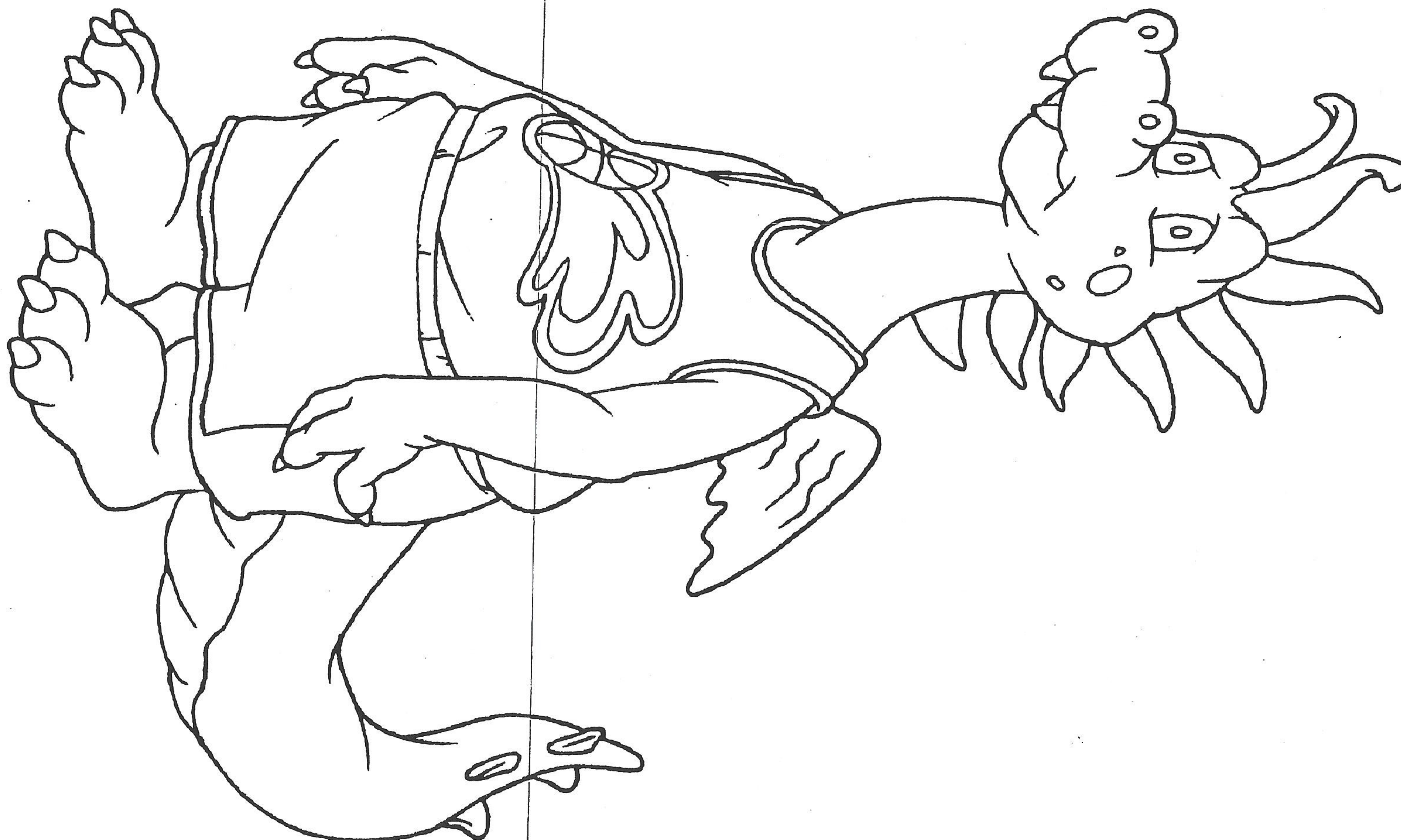
SCENE NO
26

ACT NO
B

SERIAL #
220B-109-01

DATE REVISED

Date: 7/10/2001



LAKE TEAM DRAGON #1 3/4 FRONT

SAME AS



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT220-B-TEASING IS NOT PLEASING**

DATE REVISED:

CATEGORY:
INCIDENTAL CHARACTER

INT/EXT. DAY/NITE

SCENE NO. ACT NO.

26

B

SERIAL #

220B-109-02

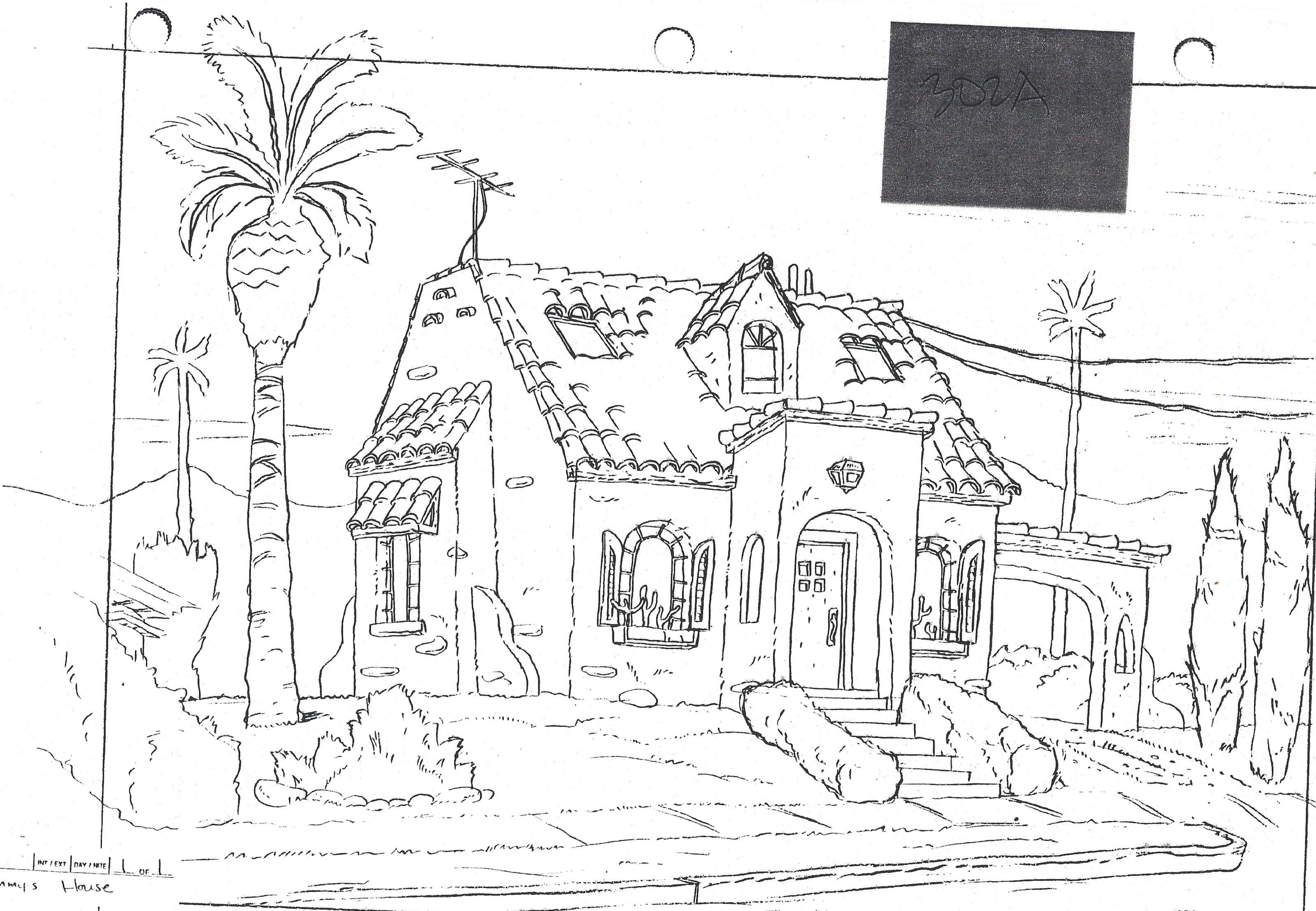
Date: 7/10/2001



LAKE TEAM DRAGON #1 3/4 REAR

SAME AS

302A



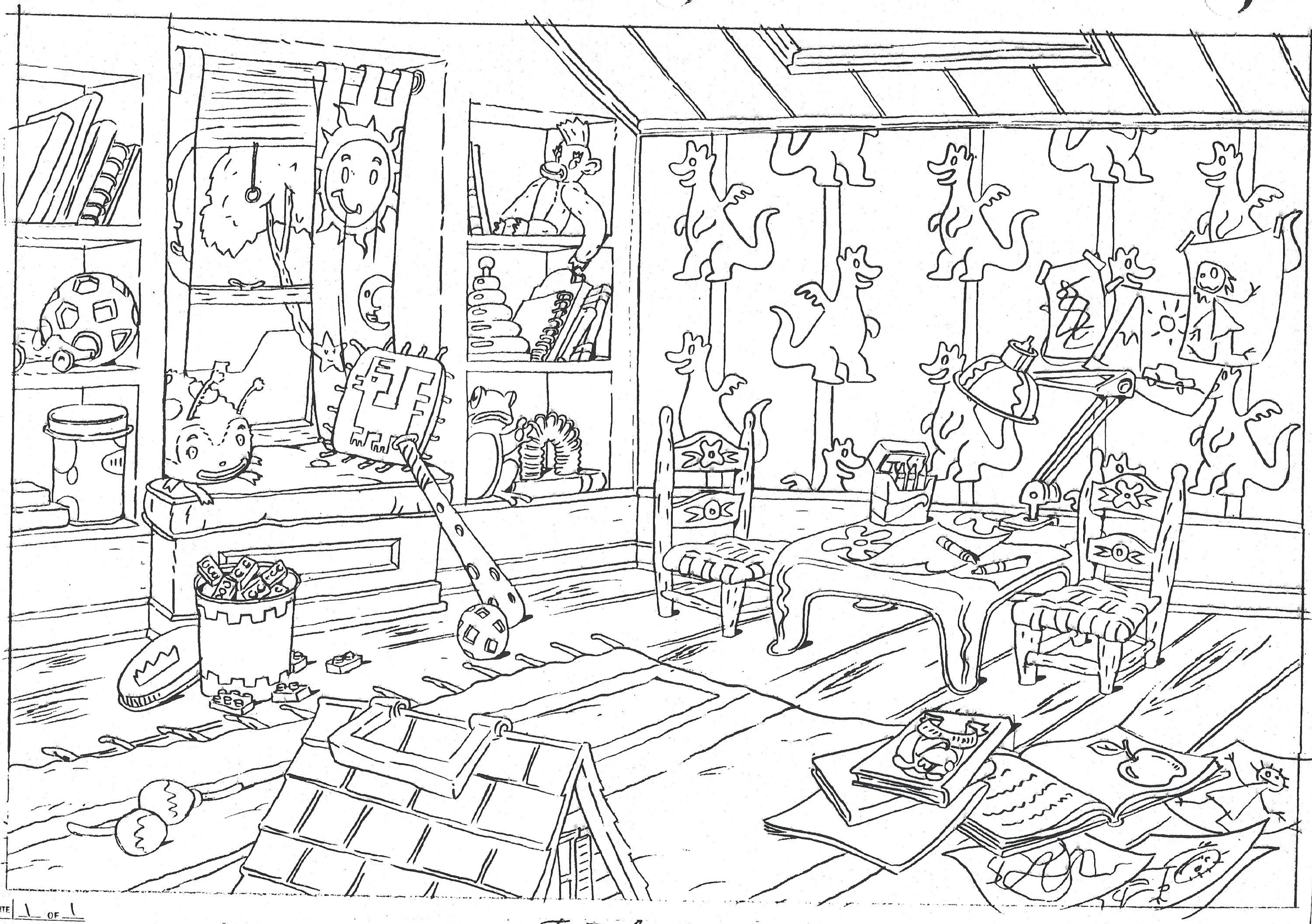
INT/EXT DAY/NITE 1 OF 1

max's House

101A

MAIN MODEL / EXT. MAX & EMMA'S HOUSE

AUG 31, 1998



DAY / NITE 1 OF 1

REVISED
AUG 18 1998

AUG 20 1998

INT. PLAYROOM / main model



9

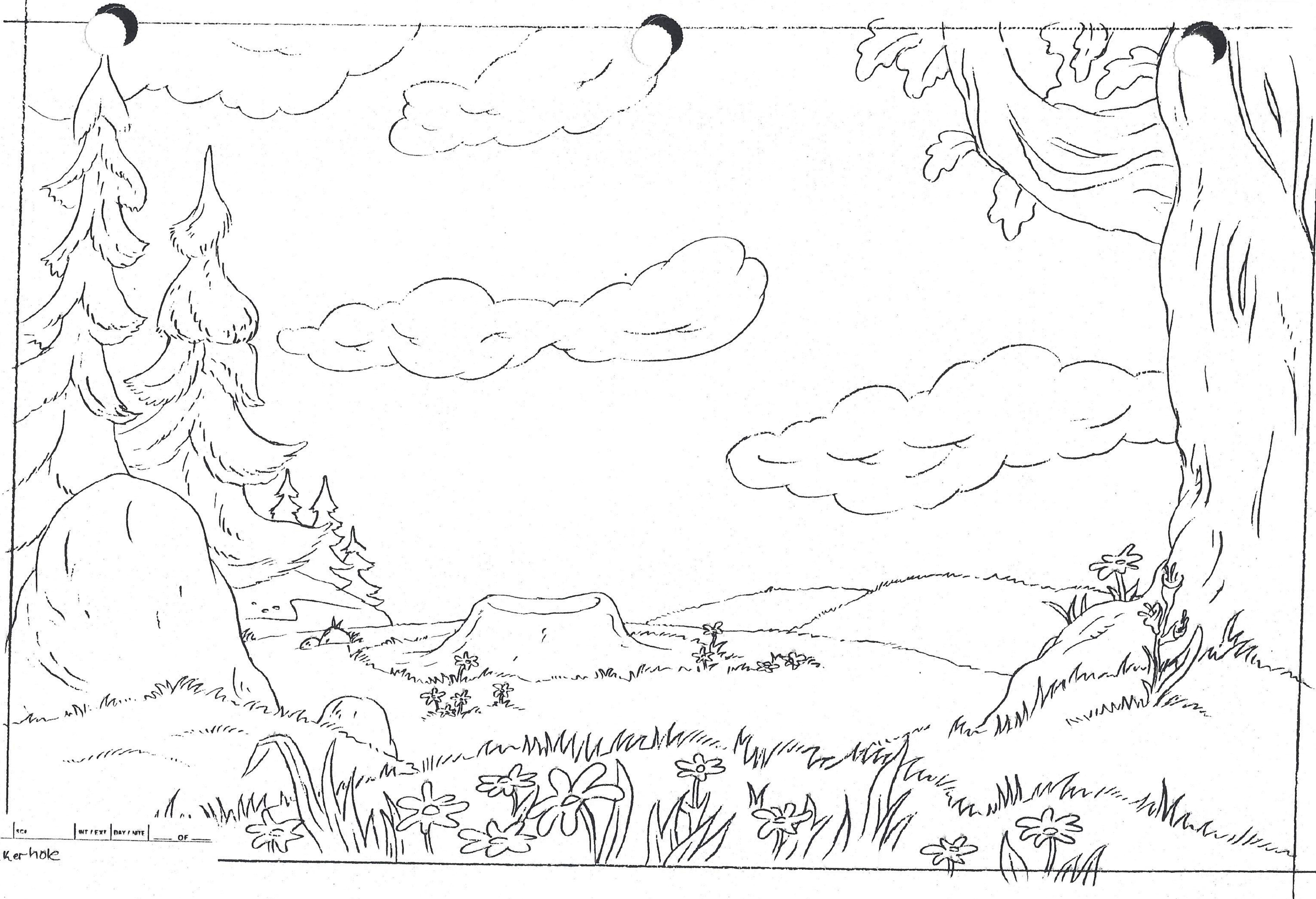
SEP 03 1998

MAIN MODEL / OPPOSITE VIEW - MAX + EMMA'S PLAYROOM

REVISED
OCT 19 1998

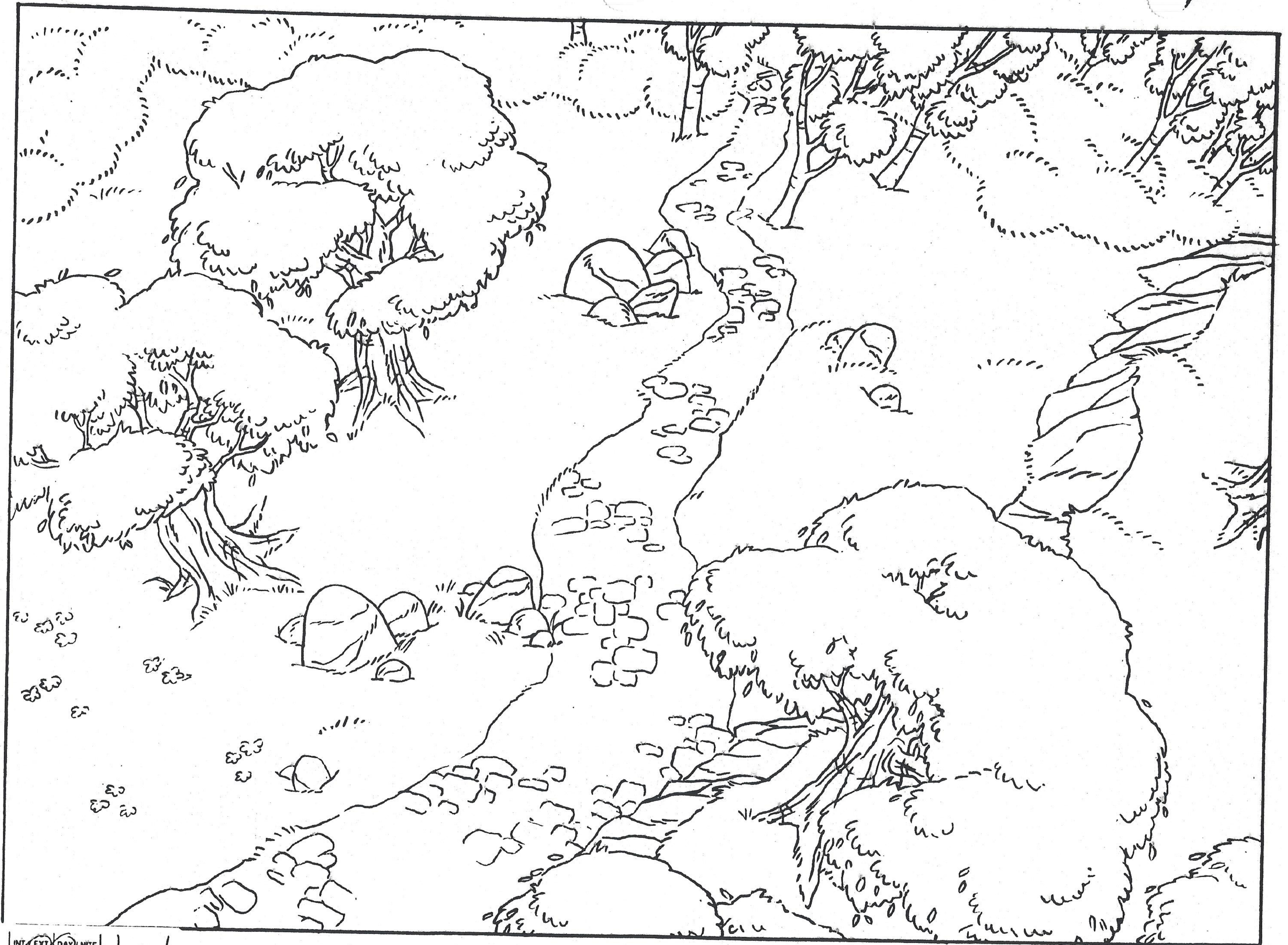
REVISED
OCT 06 1998

OCT 06 1998



| | | | | |
|-----|-----|-----------|------------|----|
| ACT | SCS | INT / EXT | DAY / NITE | OF |
|-----|-----|-----------|------------|----|

Knuckerhole



SCO INT EXT DAY NITE 1 OF 1

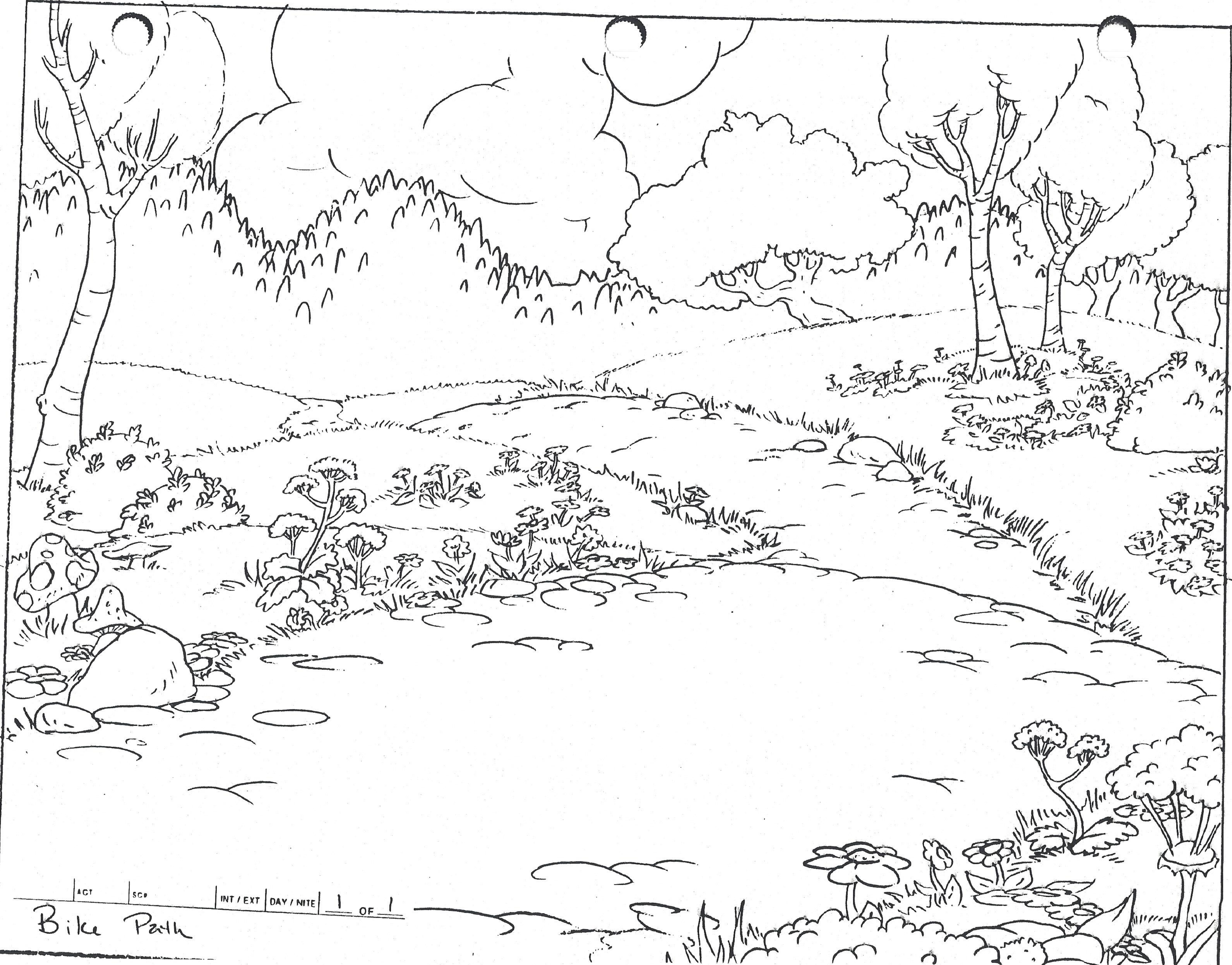
at on Golden Trail

-B. DOWNSHOT GOLDEN TRAIL

SEP 11 1998

13

HK



ACT

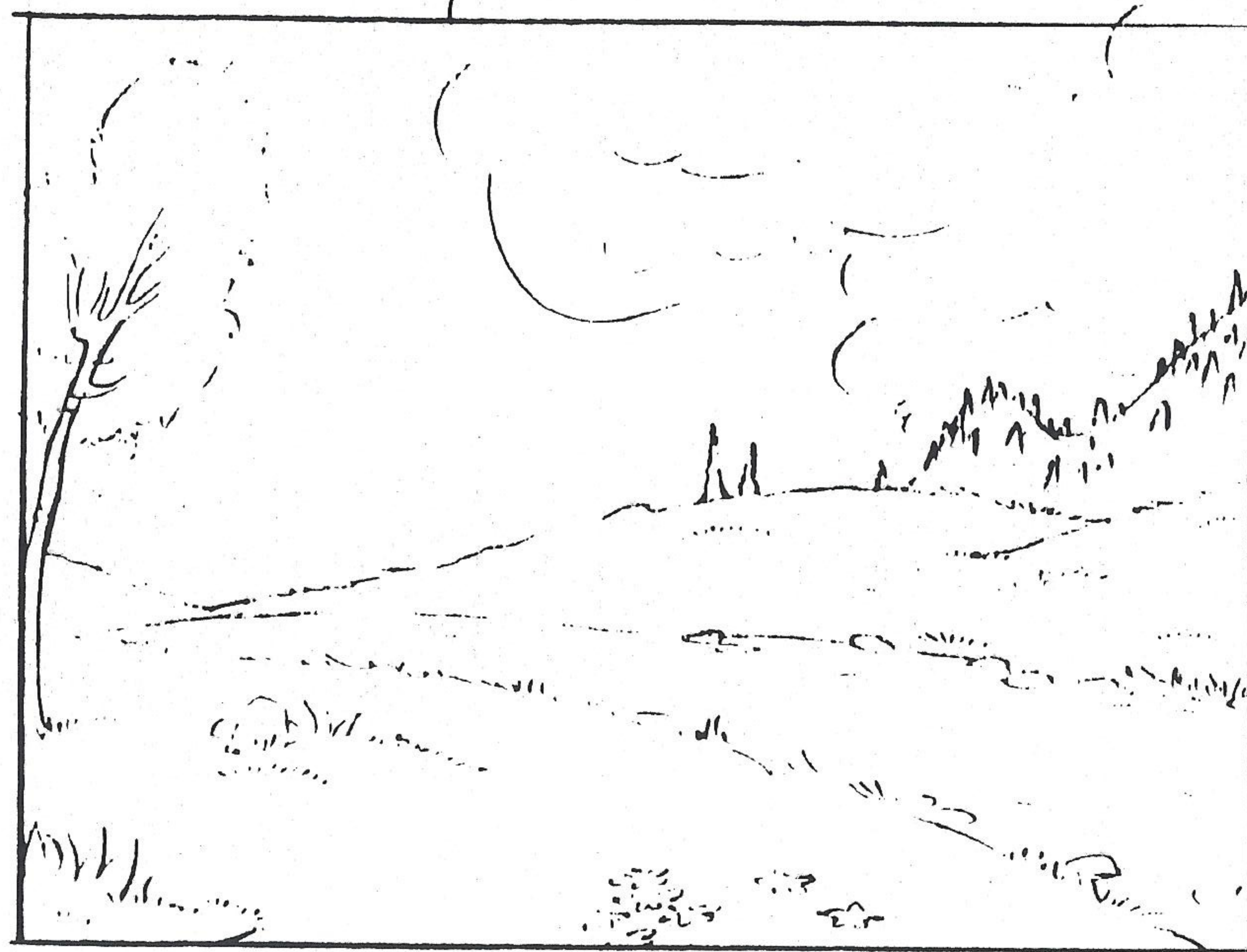
SCB

INT/EXT

DAY/NITE

1 OF 1

Bike Path



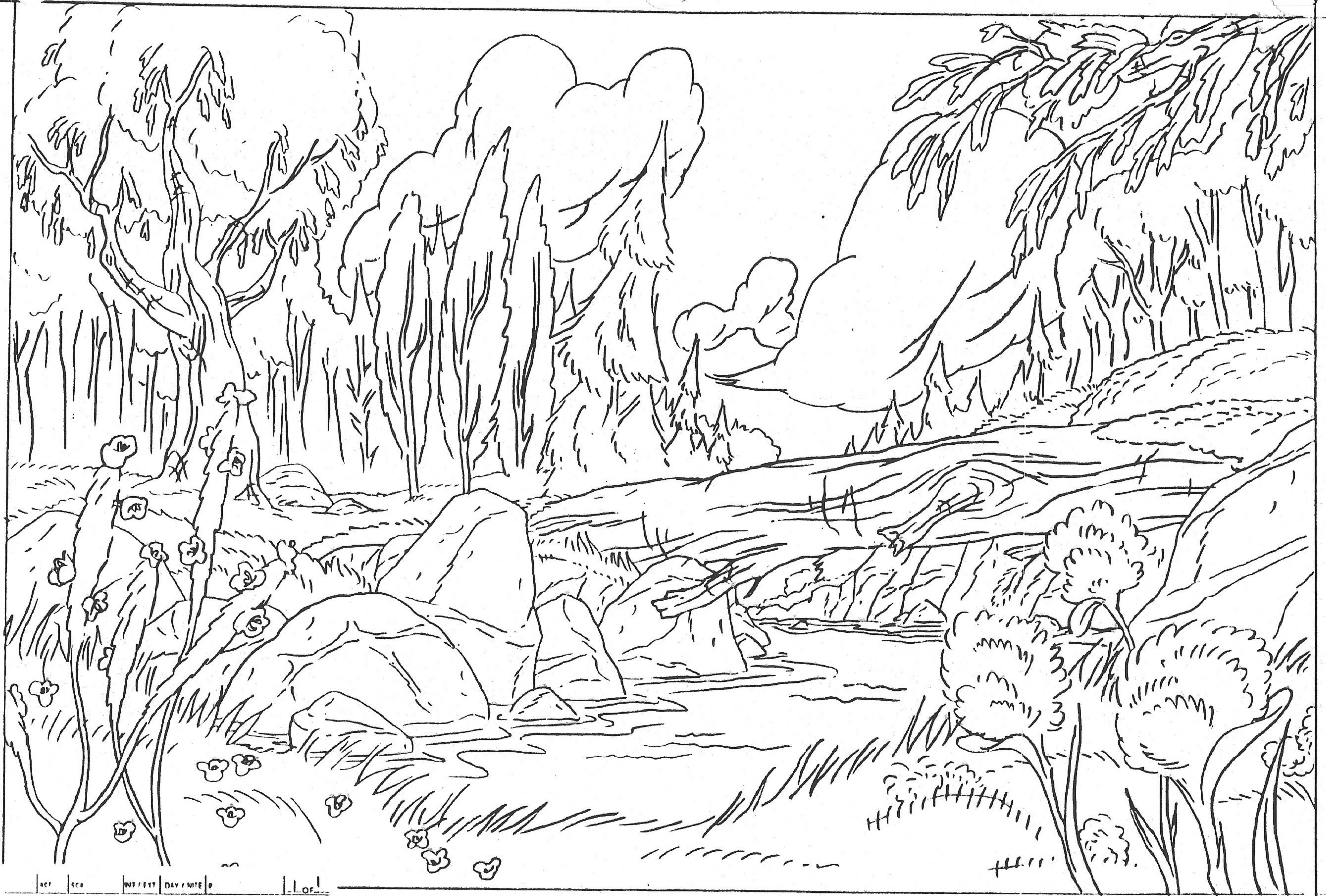
Sc. 38

Path

105A

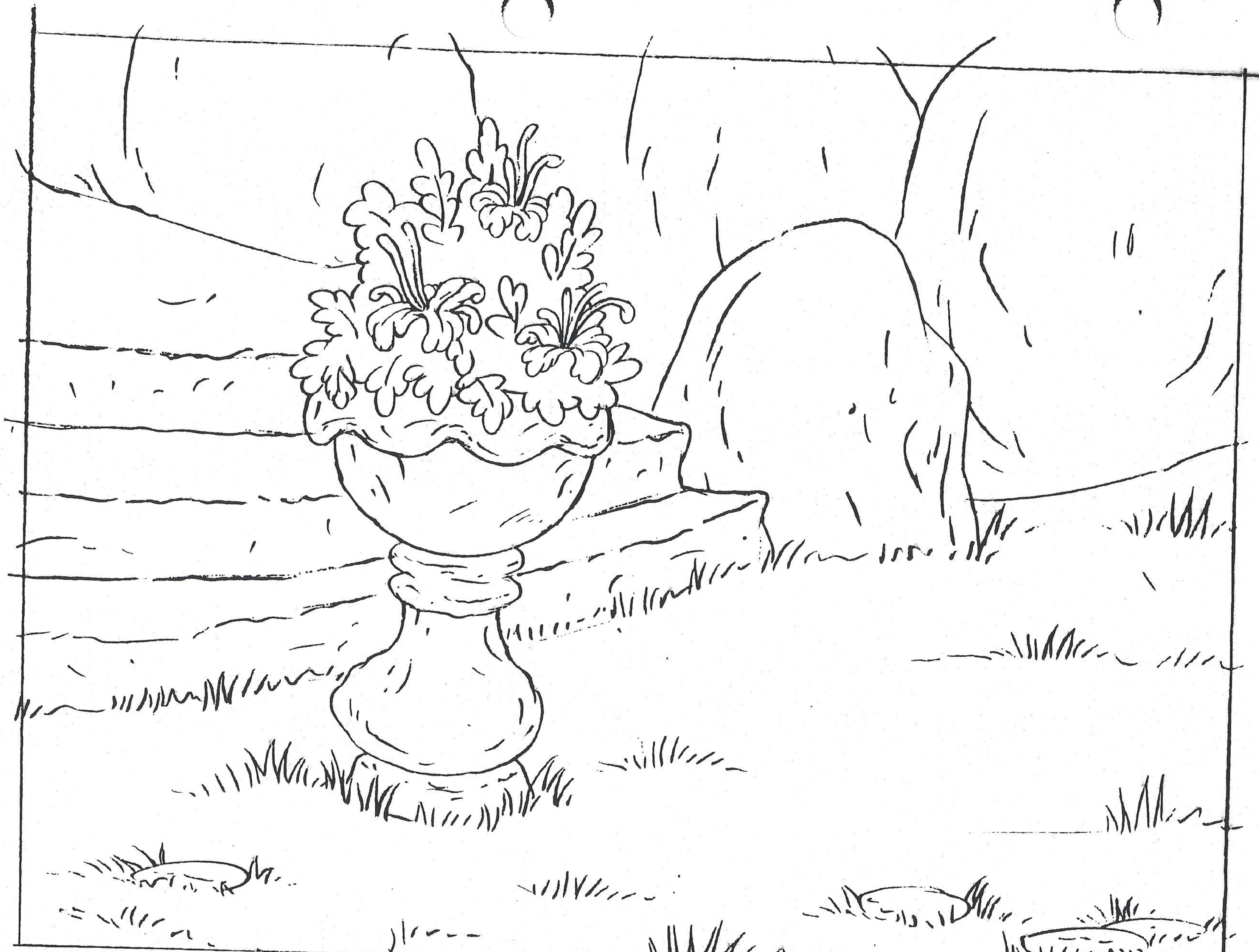
| | | | | | | |
|-----|-----|-----------|------------|---|----|---|
| ACT | SC# | INT / EXT | DAY / NITE | 1 | OF | 1 |
|-----|-----|-----------|------------|---|----|---|

Bike Path



Log Bridge

HAK



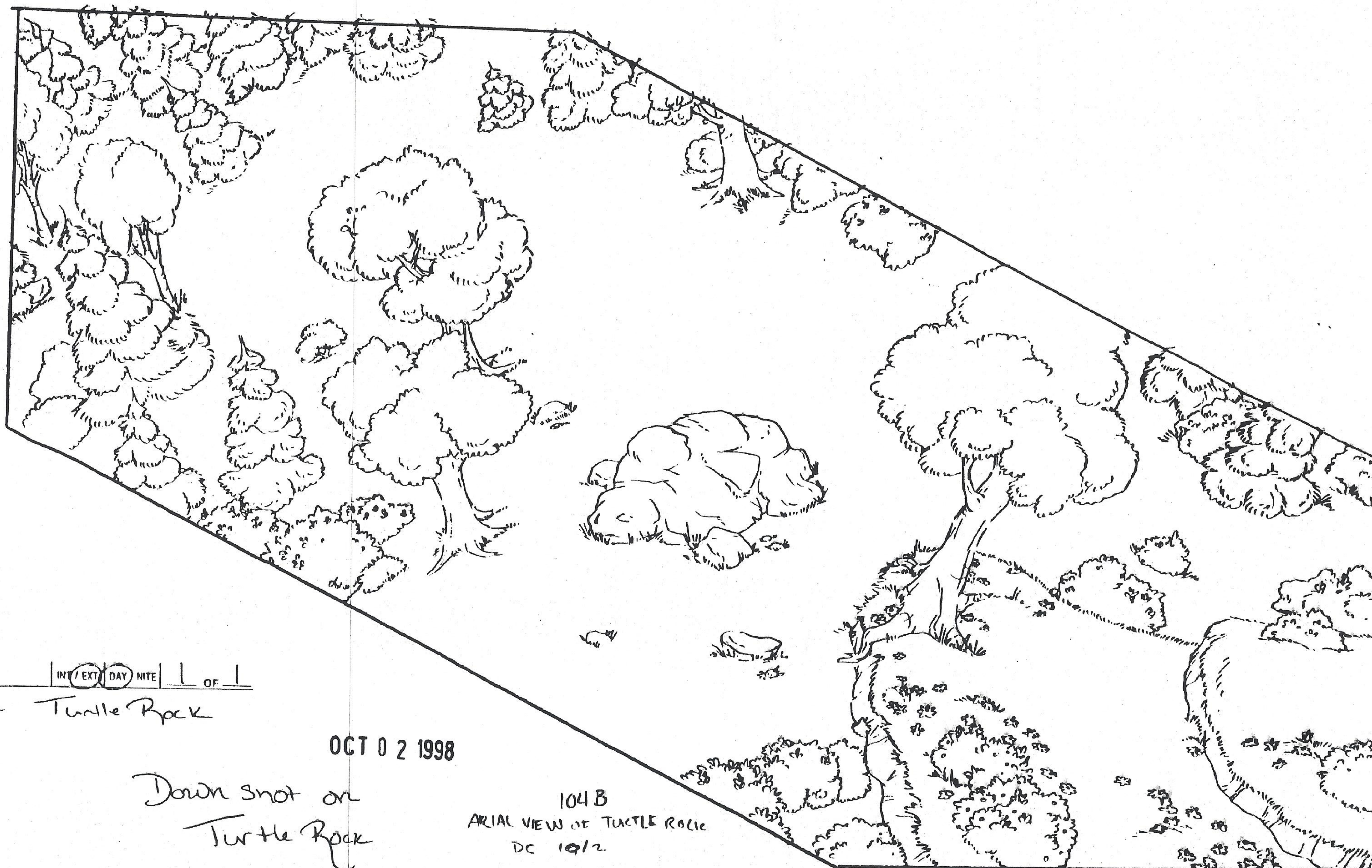
110 ACT A SC 38 INT/EXT DAY/NITE

1 OF 1

Hiding Bush

1 THE PLANTERS

DT 110A



101 | SC1 | INT / EXT | DAY | NITE | 1 | OF | 1

shot of Turtle Rock

OCT 02 1998

Down shot on
Turtle Rock

104B
AERIAL VIEW OF TURTLE ROCK
DC 1012



ACT SCENE INT / EXT DAY NITE 1 OF 1

Turtle Rock

Turtle Rock



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT220-B-TEASING IS NOT PLEASING**

DATE REVISED:

CATEGORY:
INCIDENTAL CHARACTER

INT/EXT DAY/NITE

SCENE NO ACT NO

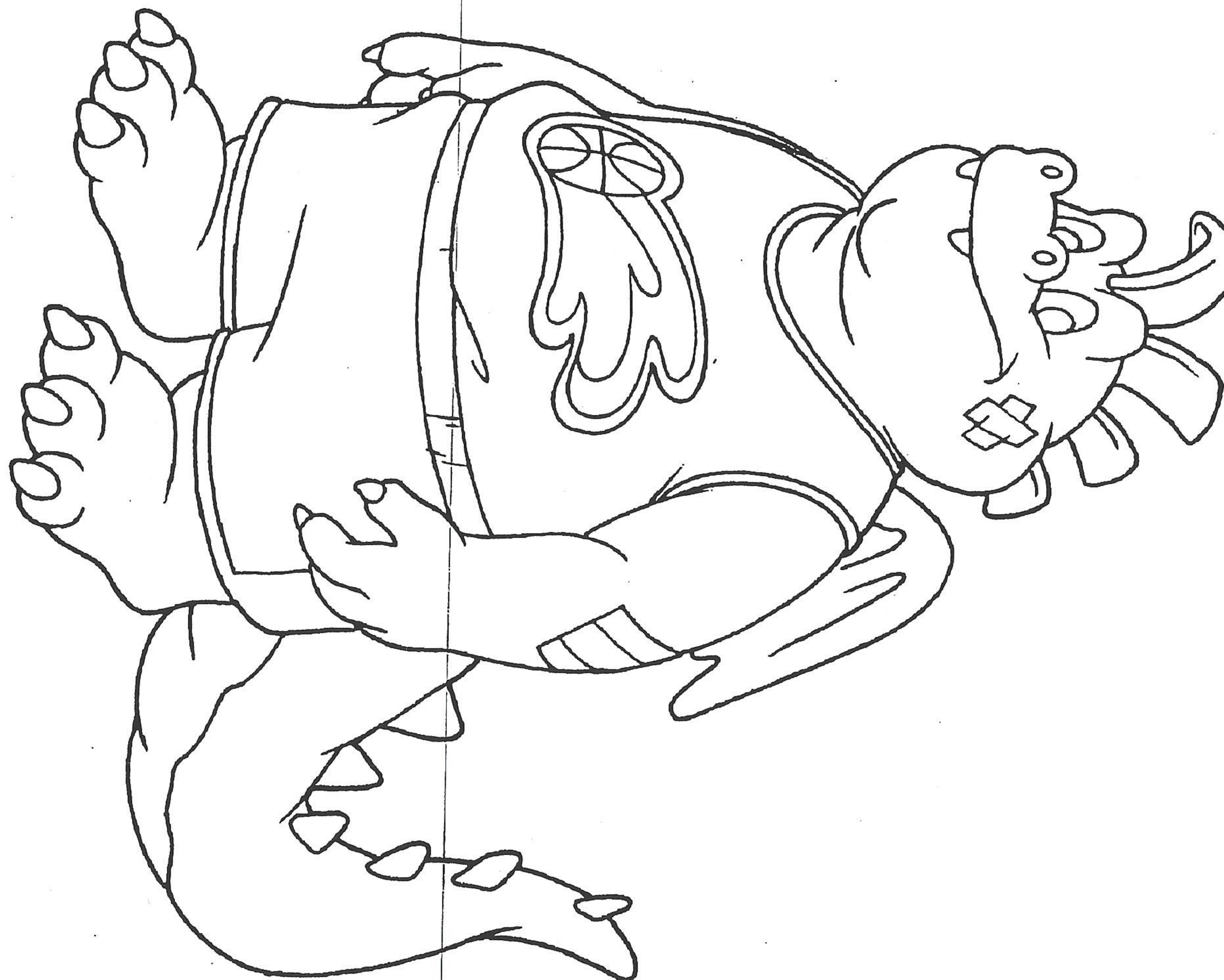
26

B

SERIAL #

220B-110-01

Date: 7/10/2001



LAKE TEAM DRAGON #2 3/4 FRONT

SAME AS



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT220-B-TEASING IS NOT PLEASING**

DATE REVISED:

3/21/2001

CATEGORY:
INCIDENTAL CHARACTER

INT/EXT DAY/NITE

SCENE NO ACT NO

26

B

SERIAL #

220B-701-01

Date: 7/10/2001



MAX

EMMY

CASSIE

ZAK &
WHEEZIE

ORD

BUSTER

MOOKIE

BUSTER AND MOOKIE - SIZE COMP.

SAME AS



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT220-B-TEASING IS NOT PLEASING**

DATE REVISED

3/21/2001

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

26

B

SERIAL #

220B-702-01

Date: 7/10/2001



MAX EMMY

CASSIE

ZAK &
WHEEZIE

ORD

LAKE TEAM
DRAGON #1

LAKE TEAM
DRAGON #2

LAKE TEAM
DRAGON #3

LAKE TEAM DRAGONS - SIZE COMP.

SAME AS



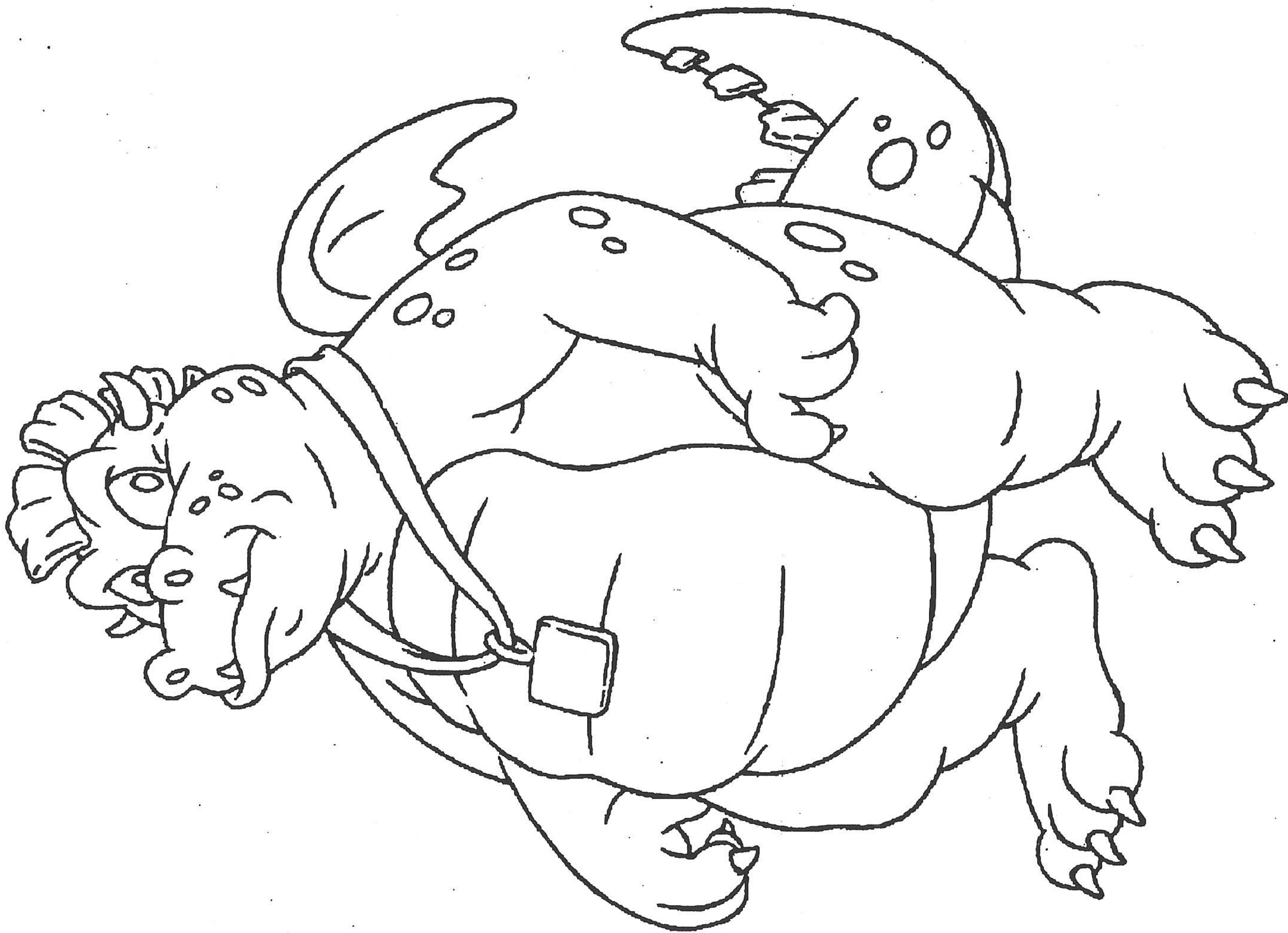
EL PIE
310 A



OK
B

SPIKE 3/4 FRONT

SAME AS



©2000 ADELAIDE PRODUCTIONS INC.



EPISODE: DT217-A-GIVE ZAK A HAND

CATEGORY: INCIDENTAL CHARACTER

INT/EXT DAY/NITE

143

SCENE NO ACT NO

A

SERIAL #

217A-105-01

Date: 7/13/2001

DATE REVISED

SPIKE 3/4 REAR

SAME AS

DT128B-200-03



©2000 ADELAIDE PRODUCTIONS INC.



EPISODE: DT217-A-GIVE ZAK A HAND

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT DAY/NITE

143

SCENE NO

A

ACT NO

SERIAL #

217A-105-02

Date: 7/13/2001

DATE REVISED



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT220-B-TEASING IS NOT PLEASING**

DATE REVISED:

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

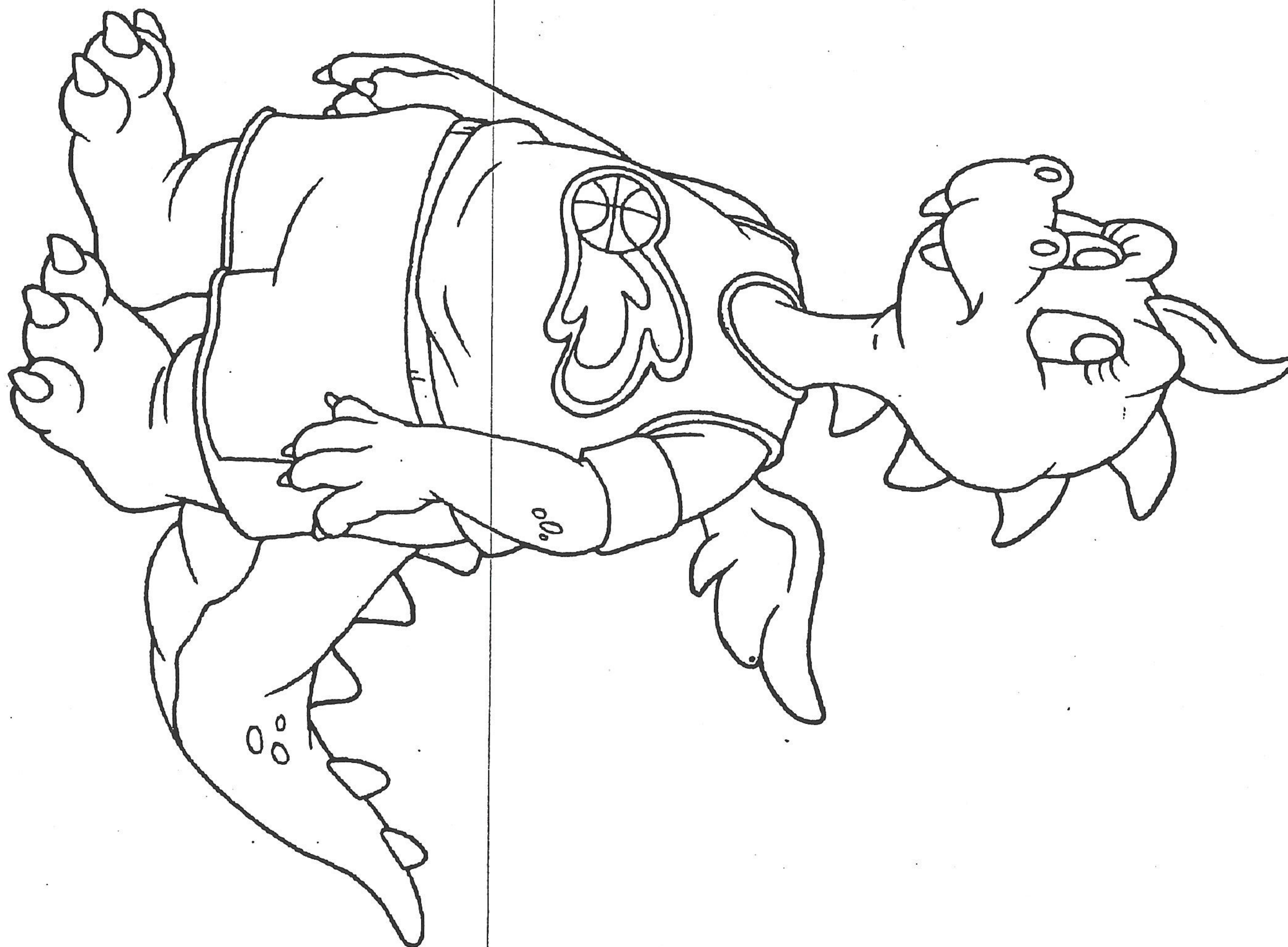
26

B

SERIAL #

220B-108-01

Date: 7/10/2001



MOOKIE 3/4 FRONT

SAME AS



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT220-B-TEASING IS NOT PLEASING**

DATE REVISED:

CATEGORY:
INCIDENTAL CHARACTER

INT/EXT DAY/NITE

SCENE NO ACT NO

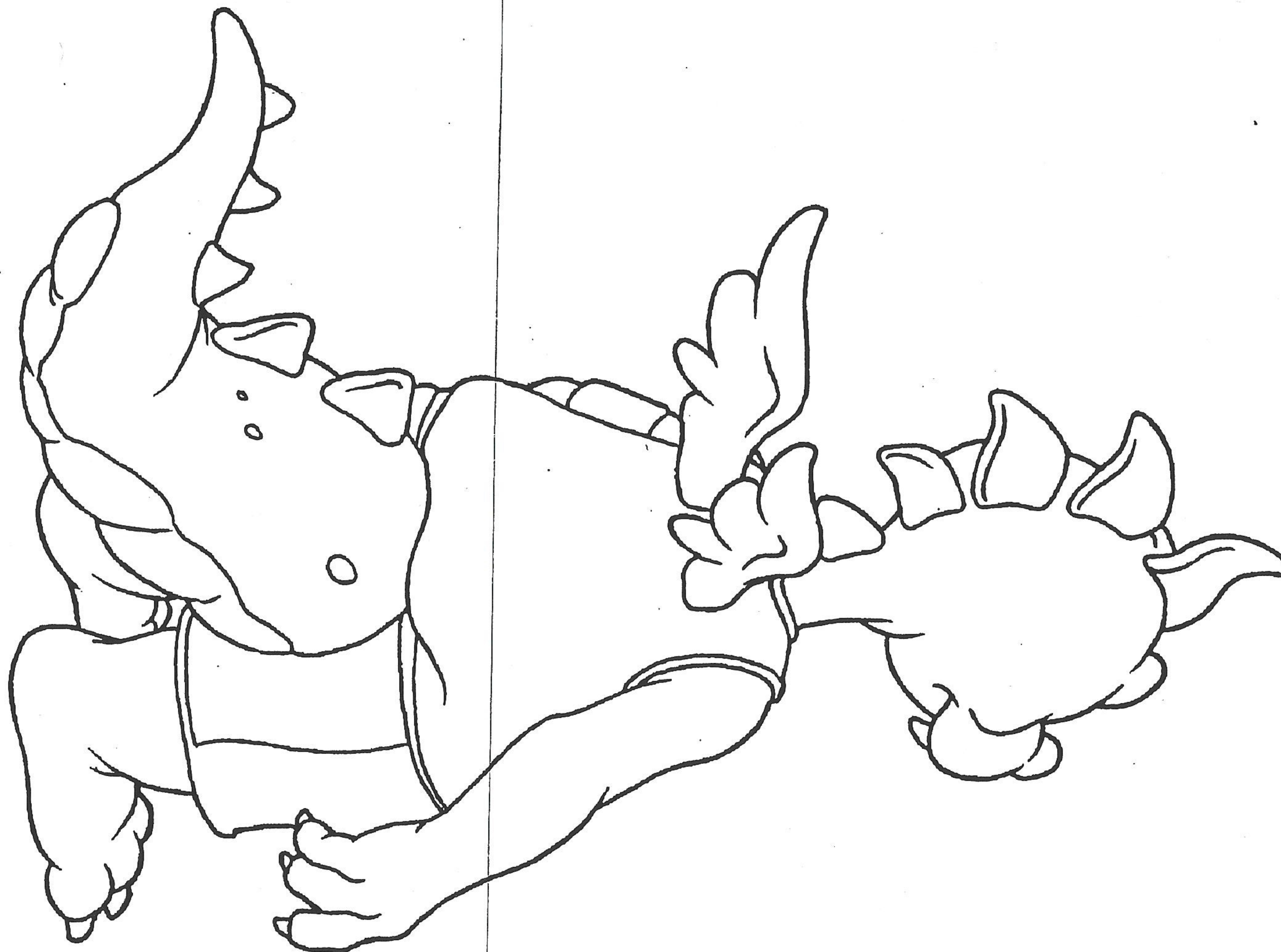
26

B

SERIAL #

220B-108-02

Date: 7/10/2001



MOOKIE 3/4 REAR

SAME AS



©2000 ADELAIDE PRODUCTIONS INC.

CATEGORY: INCIDENTAL CHARACTER

EPISODE: DT220-B-TEASING IS NOT PLEASING

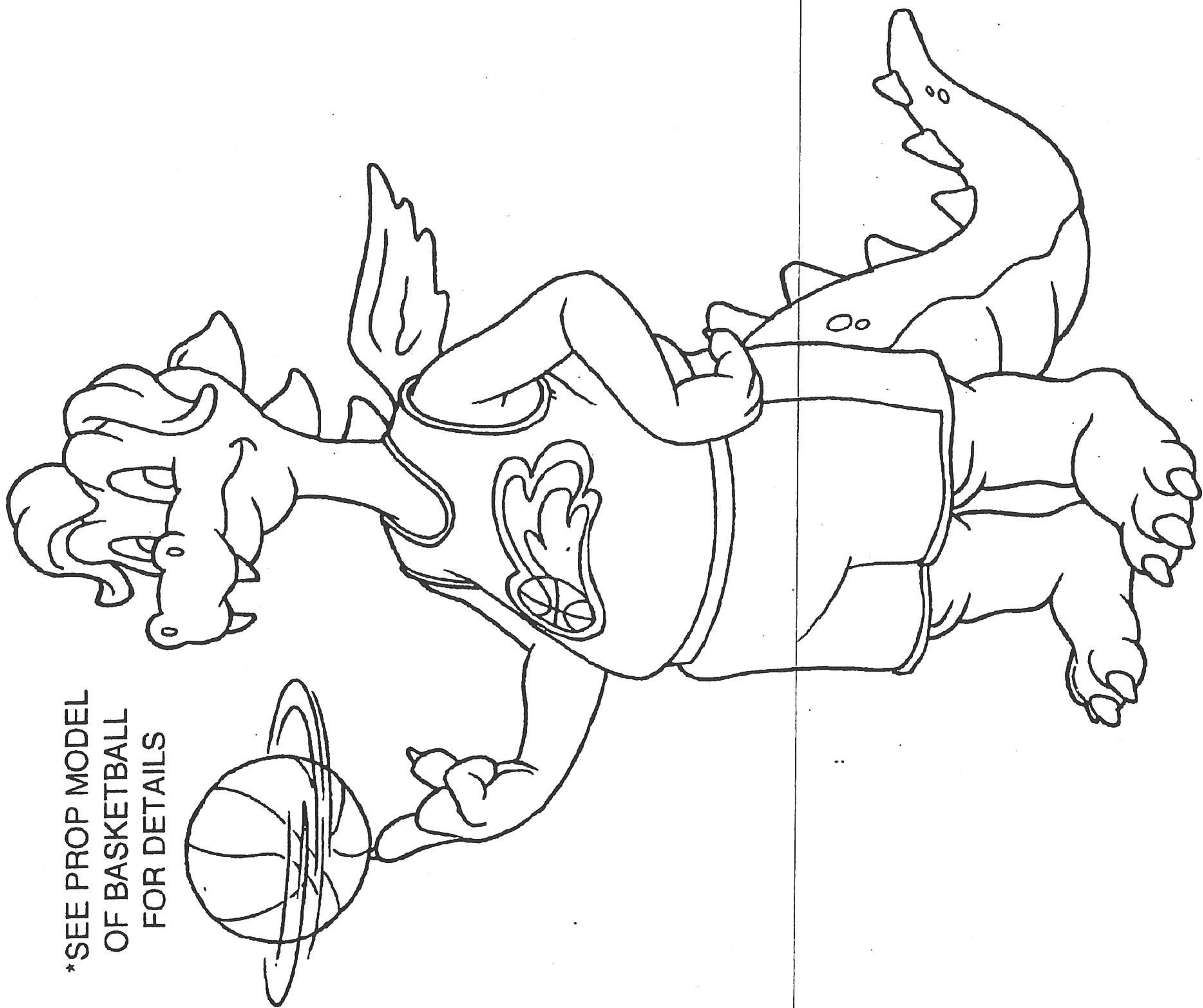
INT/EXT DAY/NITE

SCENE NO 26
ACT NO B

SERIAL # 220B-107-01

Date: 7/10/2001

DATE REVISED



*SEE PROP MODEL
OF BASKETBALL
FOR DETAILS

BUSTER 3/4 FRONT

SAME AS



©2000 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT220-B-TEASING IS NOT PLEASING**

DATE REVISED:

CATEGORY:

INCIDENTAL CHARACTER

INT/EXT

DAY/NITE

SCENE NO

ACT NO

SERIAL #

26

B

220B-107-02

Date: 7/10/2001



BUSTER 3/4 REAR

SAME AS

